ZERO

EUROPEAN MAGAZINE OF THE YEAR!

AMIGA PC

MARCH ISSUE

£2.70 WITH DISK



GODS!

HOLY BITMAPS! WHAT AN ALMIGHTY SCOOP!

ELVIRA'S BIG TIPS REVEALED!

Oi, you, the geezer with the ostrich feathers in your crash helmet, some bast has nicked my disk! I'm beginning to see red!

Don't talk bull, it's probably under the newsie's counter...

NAKED EXCLUSIVES!

- ★ SUPER MONACO GP
- ★ FALCON 2
- ★ HUNTER

ISSN 0957-9303

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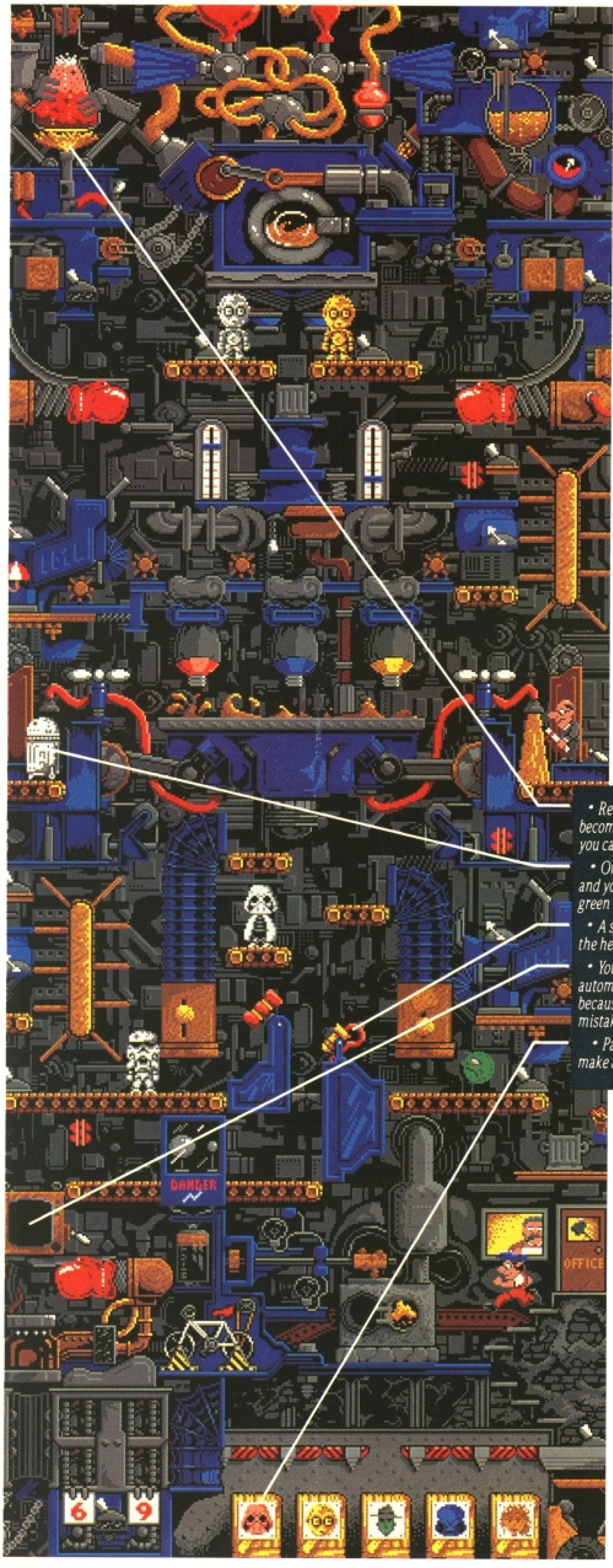

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ILLUSTRATION: PETER ANDREW


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ZERO 17



Has Readysoft bitten off more than it can chew?



Gods: omnipresent, omnipotent and on page 18.





Dipturds? Page 28.

GAMES LIST

An index, an index, my kingdom for an index...

ZERO

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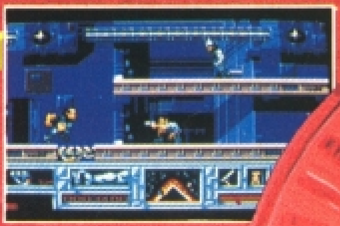
SPARKS



Your mission is to seek out and destroy the king pin of the MR BIG CORPORATION. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

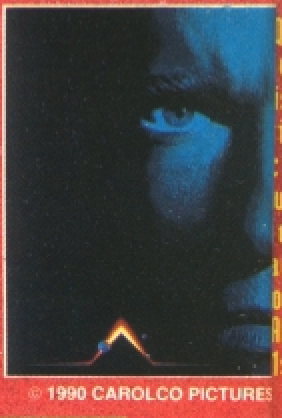


Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!



MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.

TOTA CA



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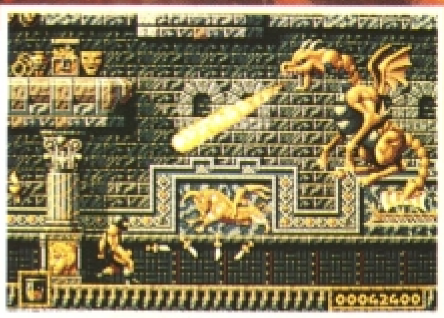
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is now a journey of non-
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lay that compliments the
of the year's top movie.
CALL... a nightmare journey
21st Century.
ROLCO PICTURES
CHASE H.Q. II
CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers,gun-choppers... just play it!... we dare
PANG
No time for balloonin' around!... no time to shoot the breeze!...in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable balloon poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!
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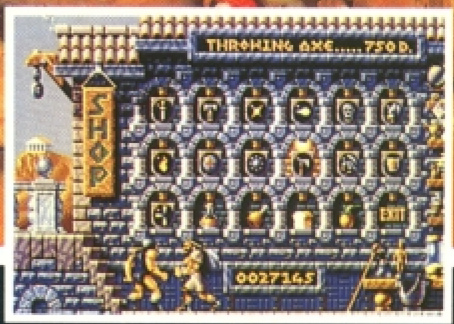
GODS

THE BITMAP BROTHERS









ST version shown

Are you bored of games that pose no real challenge? Mindless adversaries that can't fight back? Dumb nasties who just ask to be slaughtered?
GODS is a complete departure!

Featuring a revolutionary system of artificial intelligence, your opponents react to your actions and interact with the environment.
Perhaps guile will achieve more than brute strength! Your cunning, as well as skill with the fearsome array of weapons at your disposal, are needed equally to overcome the enemy...

Award-winning Bitmap graphics and music by Nation 12 make this their most exciting game ever...

Have you got what it takes to be a GOD?

Amiga, ST, PC

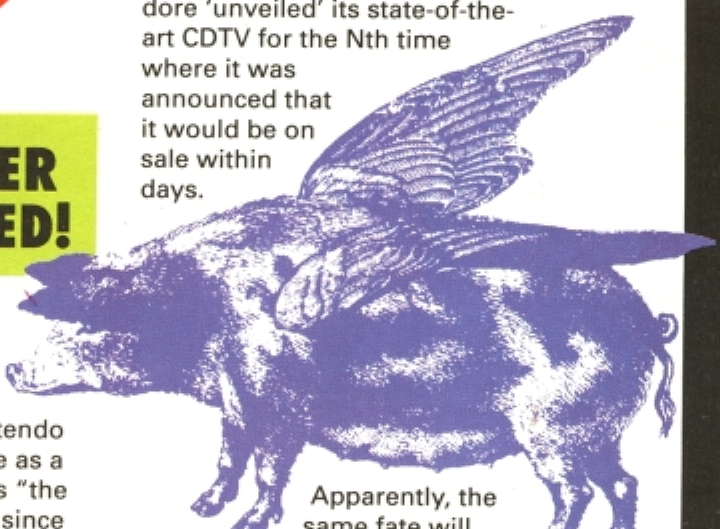
The BITMAP BROTHERS

Renegade

Oi!

CDTV RELEASE IMMINENT!!!

Well, maybe not quite 'imminent'... At the recent CES Show in Las Vegas, Commodore 'unveiled' its state-of-the-art CDTV for the Nth time where it was announced that it would be on sale within days.



Apparently, the same fate will befall Britain early in March when the CDTV will be unleashed on the unsuspecting salivary-glands-bled-dry-with-anticipation-after-the-hype-in-certain-magazines public.

Indications are that the beast will cost around 700 spondulies, which seems fair – particularly if it's packaged with some gob-smacking product to make the wait worthwhile. If it isn't, we'll have to go back to sellotaping David's portable CD player to the office Amiga...

NEW HAIRDRYER RANGE UNVEILED!

Yes! Yes! You too could be the proud owner of this 1Kw air blast professional hair dryer. It... um... er... plugs into your ST, Amiga, Sega or Nintendo and appears to do much the same as a joystick! Logic 3 is describing it as "the BMW of the joystick world" – but since it's building it, it would really, wouldn't it? The plain ol' ST/Amiga version retails for £14.95, autofire and console variants a couple of squidlies more. And Logic 3 promises there's more to follow.





ZERO GRABS MAG OF THE YEAR AWARD!

EUROPEAN MAGAZINE OF THE YEAR!

Last month, we revealed exclusively that the Codies were 'Bigger Than God'. This month we have even more gasp-worthy news for you – ZERO is bigger even than the Codies!

At the Indin '90 Awards (representing the views of the whole British games industry), ZERO ran off with the ultimate magazine accolade: *European Magazine Of The Year.* Blimey! This is largely due to the fact we are the best slab of paper, ink and glue (well, maybe not glue...) to hit UK newsagents' shelves and subscribers' doormats ever! And we're dead modest with it! (And extraordinarily attractive to members of the opposite sex.) (And bigger than... *SNIP!!! Ed.*)

To celebrate, we've decided to disengage from first and really shift the magazine into... um... fifth gear over the next year. Your favourite 16-bit Bible is gonna get hotter still, so make sure you put in an advance order for the ol' asbestos gloves, eh? *(And if you haven't already got one, take out a subscription. The Publisher.)*



ON THE GRAPEVINE

● If you check out our Arcade Show Spesh on page 55, you'll read about a new coin-op soon to hit these shores called **Smash TV**. Ocean has snapped up the licence and the conversion is expected in the 'second quarter' of this year.

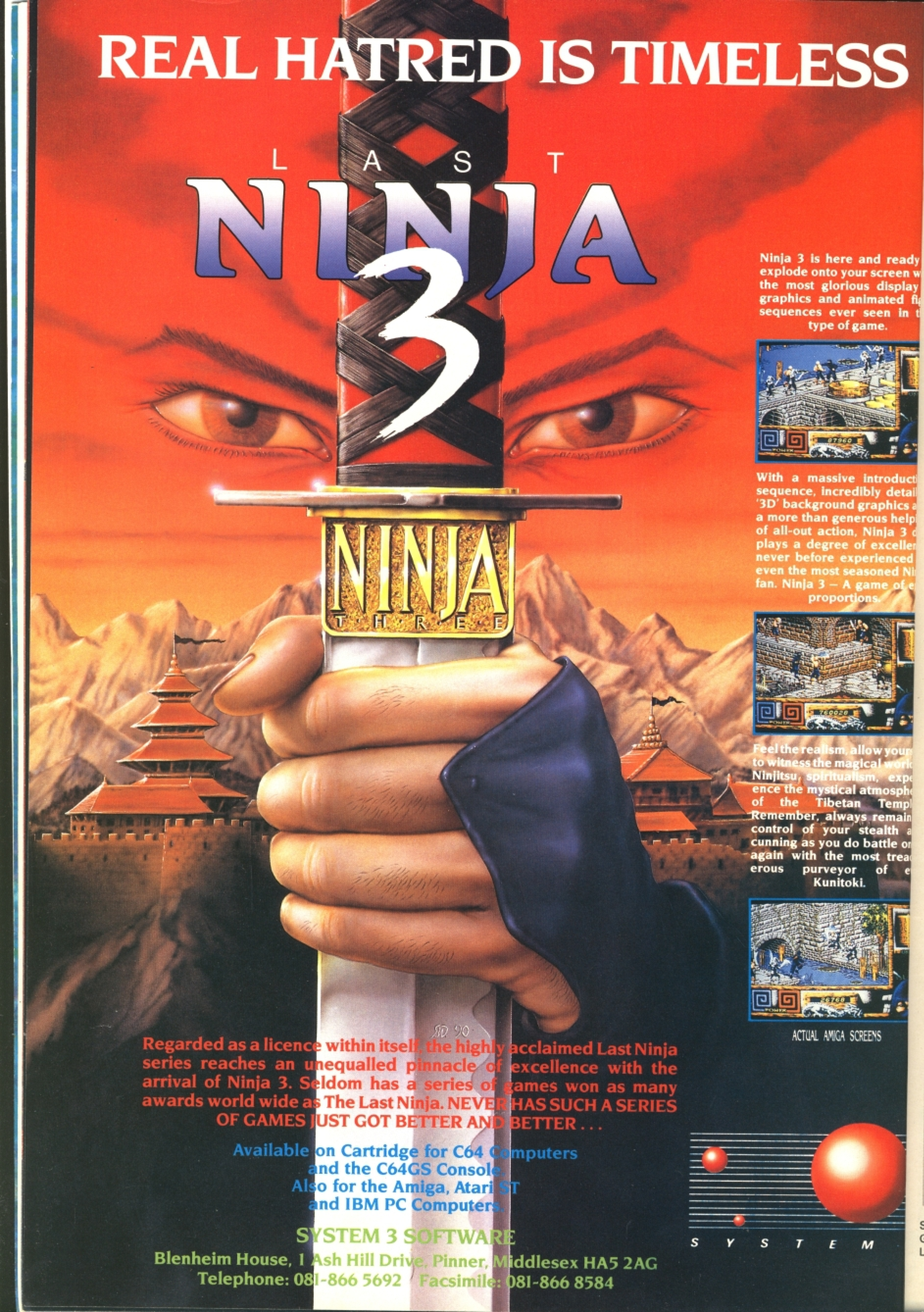
● After Activision's **Death Or Glory** previewed last month, ZERO has nosed out a couple more 'Universal Flight Sims' in the pipeline. Both of these could turn out to be cock and MiG-31 stories, but both Sierra and MicroProse may well have multi-plane and/or multi-scenario simulations hidden somewhere in their corporate underwear.

● Good news this month that Impressions, software house behind such shooty-bang masterpieces as **Web Of Terror** (ahem), has given up arcade titles for good to concentrate on expanding and developing the strategy side of things. The first few titles will include **Feudal Lords**, a stratego-politico-economo thing, **Merchant Colony**, a sail-the-world-and-become-rich sim and the follow up to **Rorke's Drift**, **Cohort – Fighting For Rome**. Let's hope the last one addresses a few of the shortcomings of its forbear.

● Rumour has it that much troubled Activision has been bailed out in the US. This in turn almost certainly spells good news for UK gamesplayers because the British operation ironically has recently been producing some of its finest software to date, including ZERO Hero **Deuteros** and **Hunter** (see page 32 for a full review).

● After that 'teaser', now it's time to lay the full works on you. If you take your glasses off and hold the page at arm's length, you notice our little modest announcement about winning **European Magazine Of The Year.** (Blimey – bold text – usually reserved for game titles, that.) Well, strange as it may seem, there were other awards given out on the same night, and they were as follows. Oh, and we would stress that these don't necessarily represent our own votes.

Adventure Project Of The Year, **Captive** from Mindscape; Simulation Of The Year, **F-19 Stealth Fighter** from MicroProse; Arcade Game Of The Year, **Speedball 2** from the Bitmaps; Budget Game Of The Year: **Interceptor** from EA's Software Classics label; Licensed Property Of The Year, **Lotus Turbo Esprit Challenge** from Gremlin; Best Promotional Campaign, **Teenage Mutant Hero Turtles** from Mirrorsoft; Technical Merit Award, **Midwinter** from MicroProse; Developer Of The Year, **Core Design**; Overall Game Of The Year, **Captive**; Console Game Of The Year: **John Madden American Football**, EA's Mega Drive title; Overall Software House Of The Year, **Ocean**. Oh, and **Commodore** won a prize for 'Industry Achievement'. Good on you, sports.


REAL HATRED IS TIMELESS
LAST
NINJA
3
NINJA
THREE
Ninja 3 is here and ready
explode onto your screen w
the most glorious display
graphics and animated fi
sequences ever seen in t
type of game.
With a massive introducti
sequence, incredibly detail
'3D' background graphics a
a more than generous help
of all-out action, Ninja 3 d
plays a degree of exceller
never before experienced
even the most seasoned Ni
fan. Ninja 3 – A game of e
proportions.
Feel the realism, allow your
to witness the magical world
Ninjitsu, spiritualism, expe
ence the mystical atmosphe
of the Tibetan Templ
Remember, always remain
control of your stealth a
cunning as you do battle or
again with the most trea
erous purveyor of e
Kunitoki.
ACTUAL AMIGA SCREENS
Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER . . .
Available on Cartridge for C64 Computers
and the C64GS Console.
Also for the Amiga, Atari ST
and IBM PC Computers.
SYSTEM 3 SOFTWARE
Blenheim House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8584
S Y S T E M

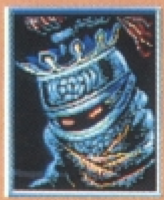
Coo, it's just like the cinema. First you get the adverts, then it's time for the trailers or previews; quick glimpses into the future without anything difficult like a plot or a lot of words to spoil your enjoyment.

CHART

1. **WONDERLAND** Virgin
2. **WING COMMANDER** Origin/Mindscape
3. **SILENT SERVICE II** MicroProse
4. **KING'S QUEST V** Sierra
5. **ULTIMA VI** Origin/Mindscape
6. **FLIGHT SIMULATOR IV** Microsoft
7. **LIFE AND DEATH II** Mindscape
8. **ELVIRA** Accolade
9. **CHESSMASTER 2100** Mindscape
10. **F-19 STEALTH FIGHTER** MicroProse

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

DEATH KNIGHTS OF KRYNN



The problem with evil is that it always comes back. If your much beloved Spig from the Whastes of Elfinbuttock cops one in the neck from a slightly leprous goblin, then that's it. No more Spig, no more cosy chats over a pint of mead at the old Dog and Dragon. Slaughter the baddie, however and you can be sure that faster than you can say "Hey, how about doing a sequel?" he'll be back. That's certainly true of Forces of Evil in Krynn. Defeated in *Champions Of Krynn*, they soon return under the leadership of Soth Lord Of The Death Knights. Characters from *Champions* can be transferred to this sequel. Despite a new combat system you can bet your last Rolo that however much you hack up and dismember the bad guys in *Death Knights*, they'll be back. Kind of soul destroying really, isn't it?

● Available from SSI/US Gold on PC in March and 1 meg Amiga in April, price to be announced.

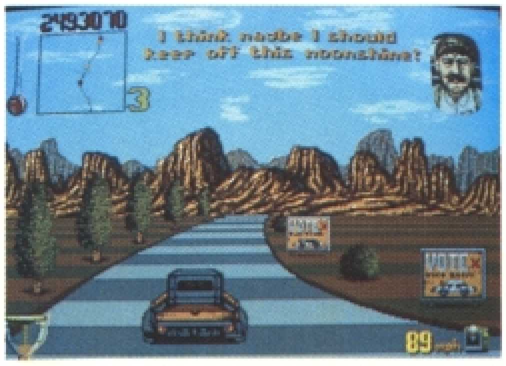


MOONSHINE RACERS

Tired of always playing the cops in computer games? Want a chance to play the good guys instead? Well the *Chase HQ* team obviously feel the same way coz they've produced a game in which you're the chased rather than the chaser. You play the friend of all honest men, the whiskey smuggler. Between you and the pay off is Fat Sam the sheriff and a whole host of roadblocks and ambushes. Race your way round three levels (each containing five tracks) of wide open Tennessee backwoods. If you get caught you can always give a rye smile. (Rye... wry... oh never mind.)

● Available from Millenium in March on PC, priced £29.99, and on ST and Amiga, priced £24.99.





SHADOW DANCER

***Shadow Dancer* sounds rather a wimpy name for a Ninja. SD is such an old fairy he has to have a dog along to give him a hand (or paw) during the brawls. This adds a fairly unusual element to combat. All the other unique features of the original arcade game are recaptured on this conversion and each copy comes with a free can of Pedigree Chum. Actually, that's a lie.**

● Available from US Gold in March for the ST and Amiga, price to be announced.



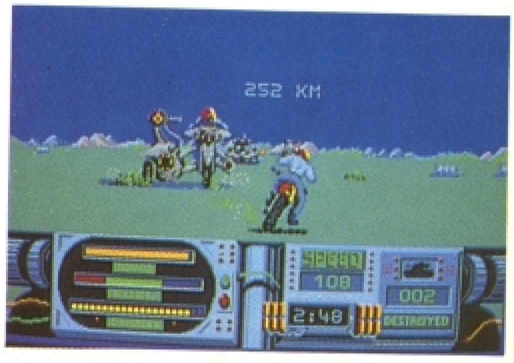
FEUDAL LORDS



An historical simulation of war, greed and treachery (what's so historical about that?) sets you up as a lord trying to knock the blue blood out of your opponents as you attempt to dominate the land. The one to four player game allows you to raise taxes and armies, besiege castles and starve your peasants while hoarding all the wine for yourself. Sounds much like the home life of ZERO's own aristocrat.

● Available now from Impressions on ST and Amiga priced £24.99.





COUGAR FORCE

You're a Super Agent right? So how come you start this game in the slammer having been captured within seconds of starting your mission?

Escape. That's the easy bit. You've still got to destroy the criminal masterminds who run the country. If you can handle the armed and unarmed combat, motorbike, hovercraft and boat driving and 3D flying, you might start to earn your title – to say nothing of your salary.

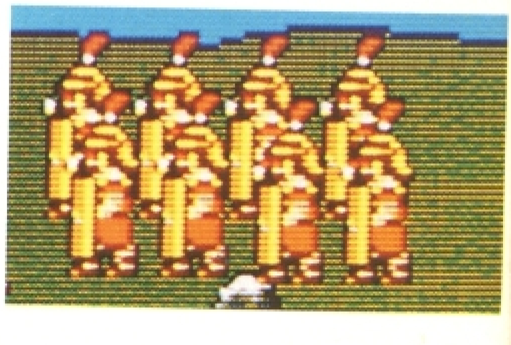
● Available now from ASM/Tomahawk on ST, Amiga and PC, priced £19.99.

COHORT
FIGHTING FOR ROME



There's no place like Rome (Ouch!) so if you're going to be Emperor of anywhere, it might as well be there. Using an improved version of the *Rorke's Drift* control system, (better command facilities, more scenarios and longer-term playability to name but three) *Cohort* recreates the last days of Rome when rival generals were behaving like Conservatives without a leader. Successfully leading your army through one of the four scenarios could be your key to the laurel crown. Failure could be your key to the worst seats in the circus – the ones in the middle.

● Available from Impressions in March on ST and Amiga, priced £24.99. STOP



AMIGA CHART

1	**POWERMONGER** Electronic Arts
2	**F-19 STEALTH FIGHTER** MicroProse
3	**INDIANAPOLIS 500** Electronic Arts
4	**HARPOON** Mirrorsoft
5	**ELVIRA** Accolade
6	**WOLFPACK** Mirrorsoft
7	**GOLDEN AXE** Virgin
8	**PRINCE OF PERSIA** Bröderbund/Domark
9	**SUPREMACY** Virgin
10	**TOYOTA CELICA GT RALLY**/Gremlin

ST CHART

1	**SPEEDBALL II** Mirrorsoft
2	**F-19 STEALTH FIGHTER** MicroProse
3	**POWERMONGER** Electronic Arts
4	**PRINCE OF PERSIA** Bröderbund/Domark
5	**M1 TANK PLATOON** MicroProse
6	**SUPREMACY** Virgin
7	**THEIR FINEST HOUR** Lucasfilm/US Gold
8	**CORPORATION** Core
9	**GOLDEN AXE** Virgin
10	**LOTUS TURBO ESPRIT** Gremlin

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, London W1. Tel. (071) 631 1234.

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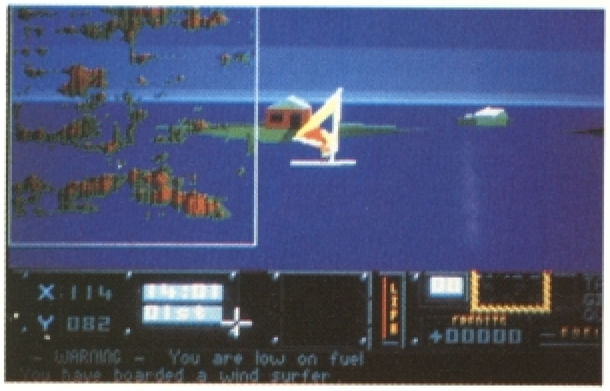
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March STOP



IT'S A

Just how many games can we get onto one disk? Well, no one knows the answer but in a determined effort to get into Uncle Norris's book of records, ZERO brings you a playable *Hunter* demo, plus *Super Huey, Trantor* and *Action Fighter*. Not on all formats but all on one disk. Coo!





DISKGUSTED? READ THIS!!!

If you're having a few problems (or even a lot of problems) loading your disk then remember Robert the Bruce and his spider. Or was it Robert the Spider and his Bruce? Well whoever it was he was very patient, so switch your computer off and have a couple more goes at rebooting it. If this still fails then don't panic...

1 Pop the disk, a note explaining the problem and a stamped addressed, padded envelope into a bigger padded envelope.

2 Send the whole lot to **ZERO Disk Returns**, Copytec, 24A White Pit Lane, Flackwell Heath, Nr High Wycombe, Bucks, HP10 9HR.

HUNTER

Activision/Playable Demo

ST / AMIGA

Well, there's really no need to tell you much about this one. We Under Wrapsed it in January and if you turn to page 32 of this issue, you'll find a full review. (Pause while reader flicks through magazine.) Now, for the purposes of this demo you have three minutes to explore the 3D landscape by helicopter, car and, if you're really daring, by bike.

Select *Hunter* and you'll be taken through to a mission screen. Click the mouse button and you're into the game.

MOVING

On foot: the joystick controls movement in eight directions. Press fire to fire/drop current weapon.

By vehicle: forward on joystick to move, back to slow down, left/right to rotate.

By helicopter: fire and joystick forward to increase thrust. Fire and joystick back to decrease thrust. Joystick left and right to rotate.

Enter buildings by walking through the front door; leave by walking towards the screen. Board vehicles by walking into them and leave by pressing the space bar. To use objects you've picked up, move the cursor to the top of the panel with the mouse. This will bring up an icon panel from which you can select your item.

KEYS

P: Pause.
Return: Toggle weapon icon. (Or click it with mouse.)
Esc: Quit.
Help: Activate auto land for helicopter.
Cursor Up: Zoom out.
Cursor Down: Zoom in.
A: Release aerial observation unit. }
C: Clock on/off. } **Only if**
F: Release flare. } **available**
M: Map on/off. } **in kit**
R: Radar on/off. }



SUPER HUEY

Complete Game

ST

A game about flying helicopters.

Since flying helicopters is not easy *(You don't say. Ed.)* there are lots of instructions to get through. So without further ado...

FLIGHT: A BEGINNER'S GUIDE

The game starts inside the helicopter so you don't need to worry about that tricky 'open the door and take a big step up' routine. Instead you must press F7 to start everything humming. Then type in POW. This doesn't mean you will be overwhelmed by a group of escaping prisoners of war. Instead, it switches on the power. Now you're ready to start motoring.

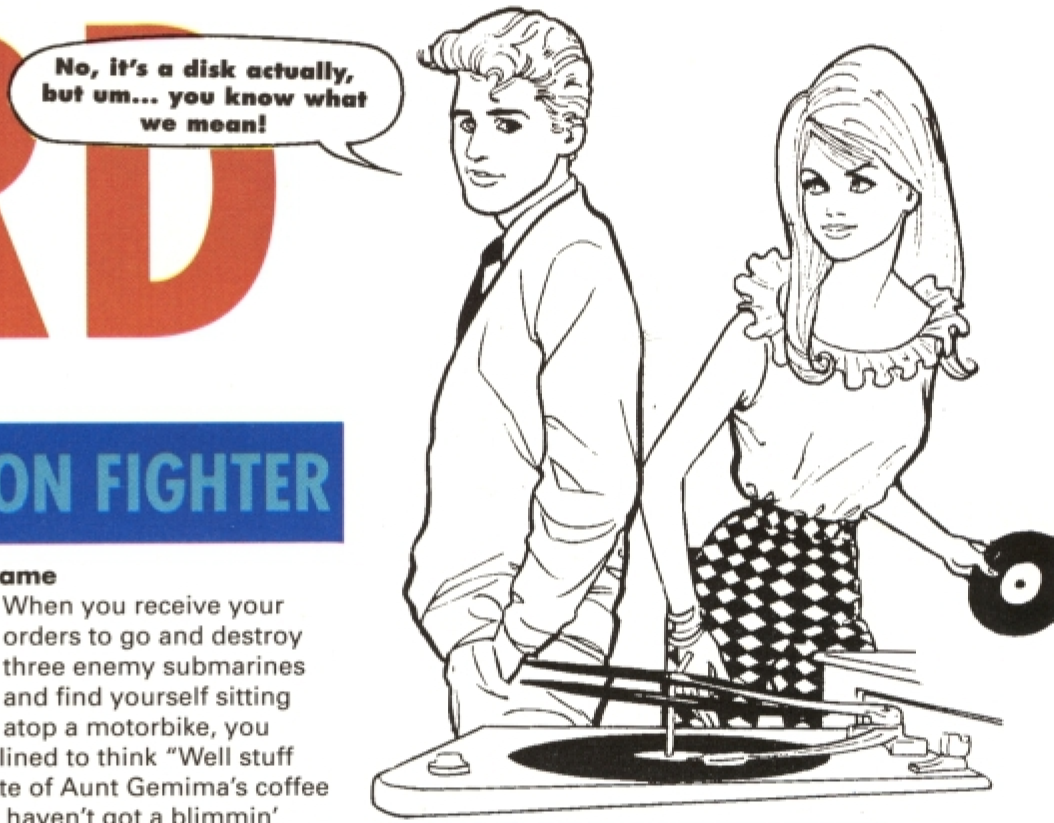
With the exception of a few typed commands and the odd F key, *Super Huey* is mouse-controlled. To take off, press F8 to start the engine and then hold down the right mouse button and move the mouse to the right. This increases your rpm. When rpm reaches 1200 press F9 to engage rotor clutch. Now increase rpm to 3500. Pull back on the mouse to increase lift. Yahoo! You're airborne.

Below is a list of controls necessary to keep you airborne. A handy tip. You can't stop a movement by simply releasing the button – you need to make a compensatory movement in the other direction. *(Yer wot? Ed.)* For example, if you bank left, you'll need to bank right a bit in order to return to forward flight. It's all in the wrist action.

MOUSE CONTROLS

Left Mouse Button depressed and...
Forward: Decrease lift/thrust.
Backward: Increase lift/thrust.
Left: Increase throttle.
Right: Decrease throttle.

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Right Mouse Button depressed and...
Forward: Increase forward thrust.
Backward: Decrease forward thrust.
Left: Bank left.
Right: Bank right.
(Moving the mouse diagonally makes the 'copter yaw left or right.)

F KEYS

F1 – F4: Loads (first press) and then arms (second press) rockets in bays 1-4.
F5: In combat mission, arms the machine guns.
F7: Powers on-board computer.
F8: Starts the engine.
F9: Engages rotor clutch.
F10: Cut engine power.
Left Shift: Fires rockets.
Right Shift: Fires machine guns.

COMPUTER COMMANDS

Type in at least the first three letters of the command.
Abort: Cancel current mission.
Auto: Set automatic course correction. When prompted by SET enter compass heading.
Climate: Displays current climactic conditions. *(Why? Ed.)*
Distance: Displays line-of-sight distance from take off point.
Homing: Drop homing device.
Mission: Select new mission.
Power: Turn on power.

MISSIONS

There are four missions to fly.
Flight Instruction: Enter SCHOOL: Computer-controlled flight instruction. You are only obeying orders.
Exploration and Mapping: Enter EXPLORE: Fly a survey mission to map out unknown territory. The world's first O/S sim.
Rescue: Enter... er... RESCUE: Locate and pick up party of stranded military personnel.
Air Battle: Enter COMBAT: Defend desert installation against hostile forces.

ACTION FIGHTER

Complete game

When you receive your orders to go and destroy three enemy submarines and find yourself sitting atop a motorbike, you might be inclined to think "Well stuff this for a plate of Aunt Gemima's coffee meringues. I haven't got a blimmin' hope." The crucial thing is not to panic. You are not unarmed and in the midst of all the inner city mayhem there is more help at hand in the shape of Sega lorries. They are just begging for you to sneak inside for a quick weapons upgrade.

As you drive round the streets thinking "Submarines, submarines, where the hell am I going to find three submarines in the middle of the city?" you'll notice other vehicles on the road. Blow them up and you'll gain points (and a rather perverse sense of satisfaction). There are also a number of flags. (No doubt left by Lord Paul on his last visit.) Collect four of these and you'll find a letter lying in the road just waiting to be picked up. Collect these letters to convert your bike into a car. A few more and you'll find yourself in a jet fighter. After much dodging and shooting you might even find yourself in a jet above an enemy submarine. At last!!

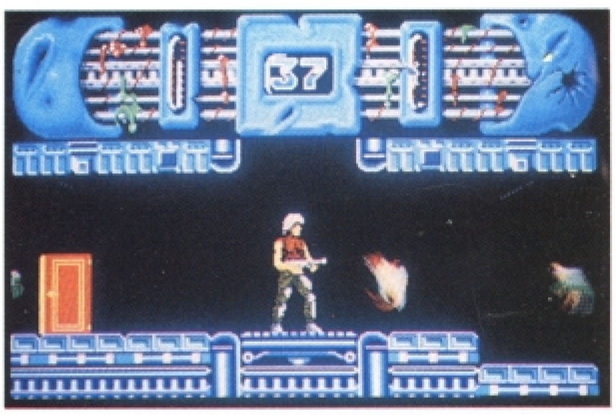


TRANTOR
THE LAST STORMTROOPER

Complete Game

It's a lonely life being the last storm trooper. After all, if you were the last romantic hero you could while away your time looking wistfully out of rain smattered windows thinking of Keats. For a stormtrooper there's nothing to do but kick ass and that's no fun on your own.

Ah well, you must make the most of a bad job so let's go. You've got 90 seconds to activate the NIK security terminal. There are eight lesser terminals in the complex each containing a letter. Sorting these letters into a computer related word and entering that word into the security terminal will result in you being given a beam code. Proceed to the beam area, enter the code and you've done it.



On your wanderings round the complex you'll come across lockers. By pulling back on the joystick you'll be able to search them. Inside, you won't find smelly plimsolls and dodgy pin-ups but useful equipment for your mission. As for the rest of the controls – well, they're displayed on the screen at the start of the game, so you can blimmin' well work them out for yourself.

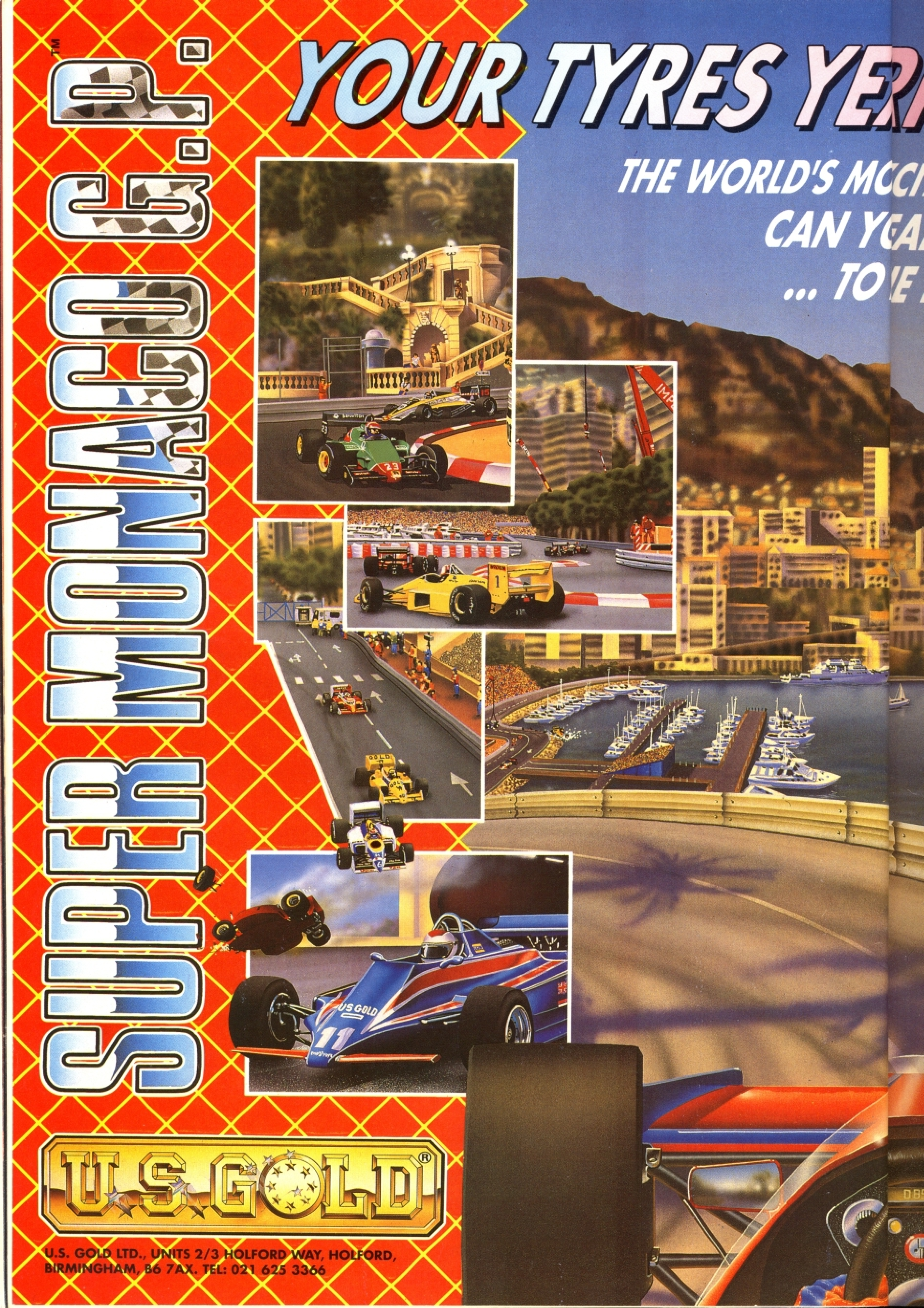
LOADING

ST: Switch on computer with disk in drive. When three files appear on screen use mouse to highlight the game/demo and click on it like jiggery until the screen clears. Then sit (patiently) while game loads. Screen may remain blank for a while.
Amiga: Switch on computer with disk in drive. Select game and wait. (You may need to press fire to get things going.)

STOP PRESS

If find that your copy of *Trantor* crashes please do not return the disk since this is a bug found in the original software which we cannot correct. Soz!



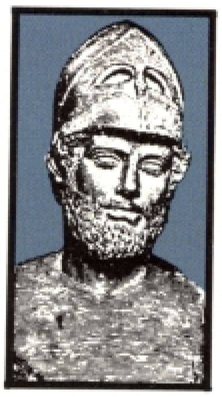


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UNDER WRAPS

GODS



The Bitmap Brothers are big Diana Ross fans. When she sang "I want muscle, ooh ooh ooh, all over his body" they took her at her word. Enter The Gladiator, hero of *Gods*, a man with oversized bits in all the right places. We told *Tim Ponting* to stop trying to pick up the bullworker and investigate...

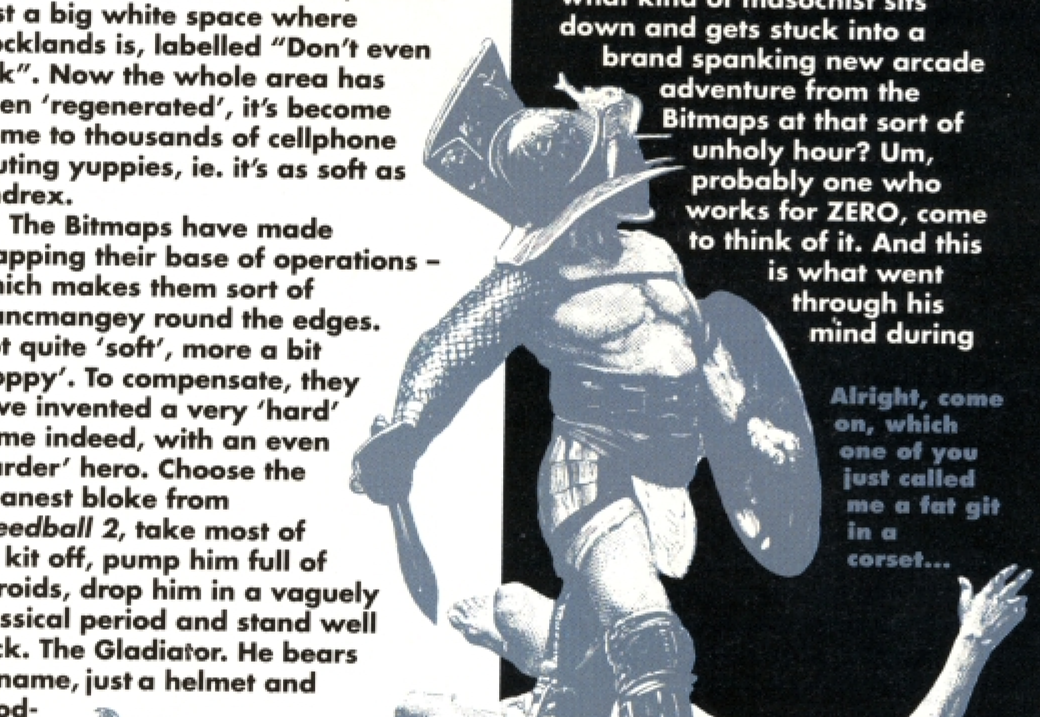


The Gods team (L to R): Eric Matthews (Game Design), Steve, erm, Thingy (Programming) and Mark Coleman (Graphics).



Dockland – it used to be a little on the rough side "rarnd ve Arl of Dogs". In the olden days, anyone out after dark was probably called Jack and harboured a strange but compelling desire to cut people into little pieces. And if you take a look at an old A to Z, there's just a big white space where Docklands is, labelled "Don't even ask". Now the whole area has been 'regenerated', it's become home to thousands of cellphone touting yuppies, ie. it's as soft as Andrex.

The Bitmaps have made Wapping their base of operations – which makes them sort of blancmangey round the edges. Not quite 'soft', more a bit 'floppy'. To compensate, they have invented a very 'hard' game indeed, with an even 'harder' hero. Choose the meanest bloke from *Speedball 2*, take most of his kit off, pump him full of steroids, drop him in a vaguely Classical period and stand well back. The Gladiator. He bears no name, just a helmet and a cod-piece...



Alright, come on, which one of you just called me a fat git in a corset...

Nine o'clock in the morning, now that's early. Not as early as six, admittedly, but pretty early by any civilised standards. I mean, what kind of masochist sits down and gets stuck into a brand spanking new arcade adventure from the Bitmaps at that sort of unholy hour? Um, probably one who works for ZERO, come to think of it. And this is what went through his mind during the first five minutes, before someone nice brought him a cup of coffee...

"Right, okay, so I've just teleported into this platformy sort of labyrinth. Let's walk about a bit and see what happens. Oh no! There's a load of ugly, flying poll-tax collectors swooping down on me! Blimey, good job these knife things work! Right, now what's that thing on the wall that looks like a switch? Yep, goes 'click' like a switch. And it opens that door over there! Fabby or what! Okay, through there, pick up the gems... Fire! Quick, let one off! (Chonk!) Ahem, whoops, thought those walker things were going to 'cash in my chips' for me there. Right. There's another switch, I expect it opens the next door. Oh. Perhaps it did something else. Never mind... Aaargh! Where did those centurions come from? And why are they trying to 'do me over'? Look, someone bring me a cup of coffee or horlicks or something before it's too late!"

At this point a cup of hot steaming brown stuff was thrust into a hot sweaty palm.

"Do you like it?"

"Yeah, it's brilliant, but what happened to the muscly bloke's kecks? Is he trying to get them back or what?"

NO TROUSERS, NO FLIPPIN' SCENARIO

Yes, what about the scenario? Well, there's this Gladiator, right, and he, um, has to fight his way through 12 sections (four levels divided into three worlds each). In order to do this, he has to kill aliens, collect various 'things' and work out hundreds of puzzles. Quite why he's doing it is difficult to say, but who are we to argue with someone who looks like a genetic experiment in rapid muscle tissue development? If, however, you're feeling brave enough to ask, then get up off the sofa, go to the kitchen and head-butt the sink as hard as you can. This gives an accurate impression of the pain and suffering a Gladiator can inflict on people who ask unnecessary questions.

"Blimmin' 'eck, check out the love handles on that!"
"Yeah, they call him Big Ern."



BIG CODPIECE, OODLES OF GAMEPLAY

On the face of it, *Gods* is a good looking and well executed – if rather 'unoriginal' – arcade adventure. It's a viewed-from-the-side multi-scroller in which you control The Gladiator in a quest for... oh, never mind. At the bottom left of the screen there's a bar which represents your life force. In the finished game, this will take the form of a beaker which drains as you lose energy. At the top left, the head icons show the number of lives left, and the box in the bottom right shows the number of points accrued.

In order to make it to the next section, you'll eventually need a large gold key to open the door to the next World, so broadly speaking, this is the general target for each stage. Attempting to 'drain your beaker', as it were, are numerous aliens, some with a Classical theme – like squat centurions – while others are products of an unstable Bosch-esque imagination – like, erm, the odd, flying, crested browny, golden, man-eating 'things'. When you kill them, they may drop weapons, objects, power-ups, that sort of thing. Certain items can also be bought off a 'travelling salesman' character who appears at various strategic points of the game. Dotted around are switches which may trigger doors or traps, chests, keys, potions, canisters of foot powder (er... no), all of which may play a part in a puzzle. Open chest A, use the high jump potion in it to get to chest B with the golden key, that sort of thing. Erm... what else... oh yes, at the end of each Level (every three Worlds), there's an enormous nasty who must be defeated to progress.

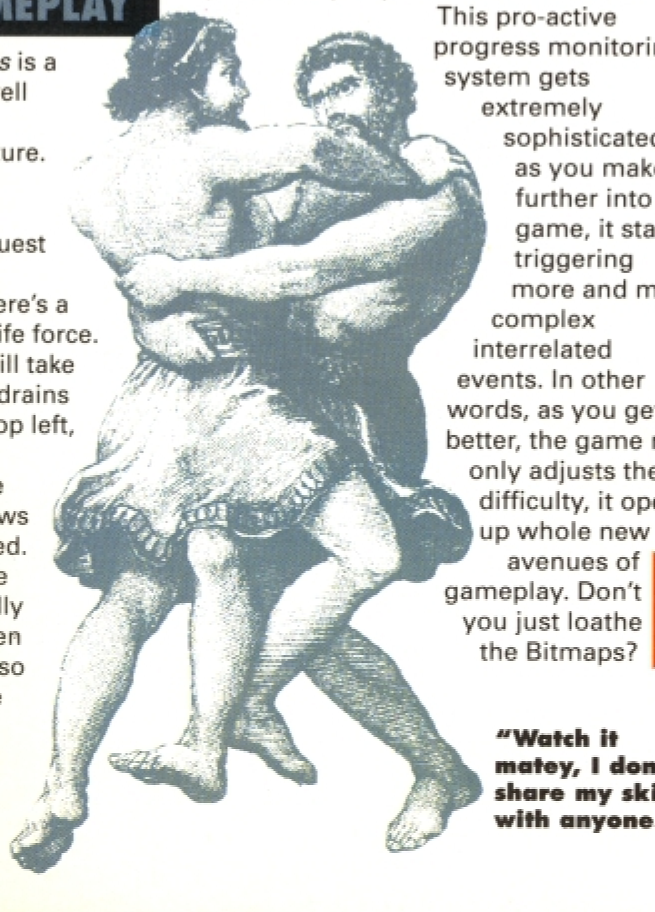
So far, so... you've seen it all before.

Except you haven't actually seen anything even vaguely like it.

WE HATE THE BITMAPS (THEY'RE SO CLEVER)

As you examine the way the game works, you begin to realise that there are some very strange and smartass things going on 'behind the scenes'. Take the first World, for example. It's pretty easy to get hold of the golden key and make it on to the second section. But if you reach a certain stage really quickly or with what the game considers to be a heroic number of points, it may drop a particularly fab power-up in your lap which will in turn make life much easier in the next section. Or if your beaker's full of shandy and you've taken half an hour to get off the first screen, the gods may put a teleport crystal your way that will take you past one of the puzzles or a particularly unpleasant attack wave.

This pro-active progress monitoring system gets extremely sophisticated – as you make it further into the game, it starts triggering more and more complex interrelated events. In other words, as you get better, the game not only adjusts the difficulty, it opens up whole new avenues of gameplay. Don't you just loathe the Bitmaps?



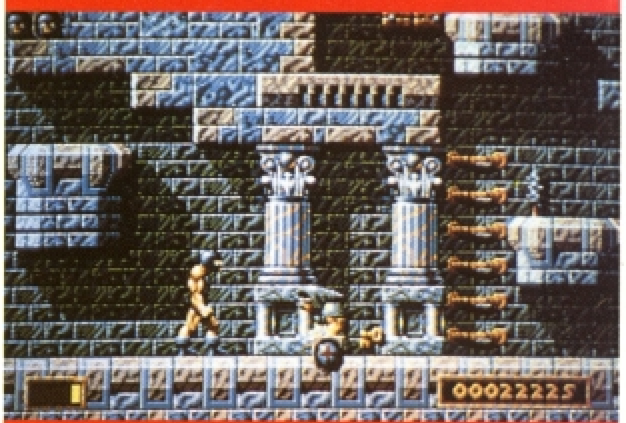
"Watch it matey, I don't share my skirts with anyone..."

CASH 'N' CARRY



Collect enough crystals and you'll have heaps of filthy lucre to shed when Bloggo the travelling salesman appears at certain predetermined points in the game. Like in *Xenon 2*, the best stuff won't be available until quite late on, so rich, crap shandymen can't tool up for Level One...

THIEVING BASTS



These cowled shufflers appear on screen and steal anything that's lying around. But sometimes they can be used to your advantage – they may pick something up from a place you can't reach and then attack you, in which case you mug 'em, nick the object and leg it!

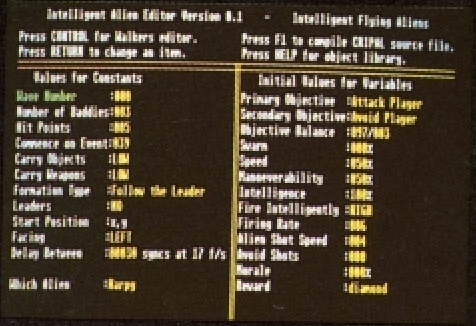
HINT... ER... LAND



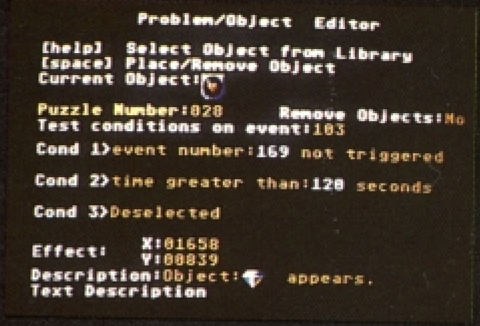
When you come across an object for the first time, a message may appear at the bottom of the screen telling you what it's for or how it fits into a puzzle. This one lets you know that you need the large gold key to open the door – though at the moment it's probably the least of your worries... Duck!

BETTER BY DESIGN

As you can imagine, putting a game together that has so much built in 'intelligence' is a programmer's nightmare. Or is it? Spookily, the Bitmap Brothers have got round this by separating the game design from the mother code using a game editor system. So adjusting *Gods* to be as near perfect as possible can be done without bothering the programmer constantly. It also means he can continue to code away in Hard City (Newcastle) while Eric potters about tweaking the puzzles, nasties and gameplay in Softie Land (Wapping).



This is the Edit screen for an attack wave of flying aliens consisting of three 'harpy' sprites with 5 hit points each. (Different weapons carried by the gladiator inflict different HP damage values.) If you look through the list, you'll see you can control just about every aspect of the strike: for example, harpies will attack the Gladiator 97% of the time but avoid them 3% of the time. In other words, they're 'hard'.



This part of the game editor allows Eric to place objects on the screen and control the circumstances in which they will appear. When Event 103 occurs, the computer will check a couple of other conditions: has Event 169 been triggered? If not, is Time greater than 120 seconds? If so, then it'll drop a teleport crystal. In other words, this is a 'crapometer' calculation to help shandymen...



As you can see, Mark Coleman has bad dreams. The bats you can see at the top right are total basts; they 'hang about' for ages, their eyes tracking you. Then just when you've got into position to splurge them, they come to life and screech all over the place.





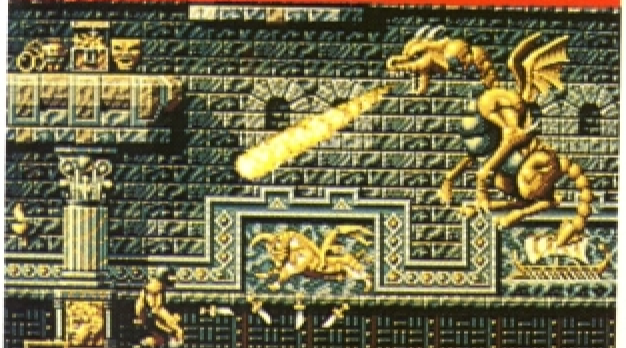
▲ It was the kebab that did it...

◀ One of the many secret treasure rooms... This one, sadly, is full of bull... (Snip. Ed.)

ENEMY ALIENS FROM MENSA

As if that wasn't odiously clever enough on its own, the aliens are also endowed with stuffed craniums. We're talking smartass nasties, that's what. To start with, they're really divvy. Um, let's walk into that throwing star, erm... how about turning round and firing at the wall instead of that nice Gladiator chap who's throwing fireballs at me? But they get pretty bloomin' clever later in the game.

LEVEL GUARDIANS



This dragon appears at the end of Level Two (Temple). The other nasties are: Level One (outside the Temple), a fabbo giant centurion; Level Three (Labyrinth), a minotaur; and Level Four (Underworld), Cerberus, the three-headed Hound of Hell.

Instead of just patrolling a beat, they have primary and secondary objectives. They can follow you, run away, steal power-ups and bonuses, guard an item or even sell you dodgy life assurance. Some can see over the whole screen, others only a short distance. They can follow the best path to cut you off, and some may react quicker than others. Sometimes they can dodge your attacks, and they may choose their moment of attack intelligently. They may even have morale built in – knobble too many too quickly and they'll leg it. And each alien type isn't necessarily the same. So you have to mind who you pick a fight with – a monster that's a half of lemonade and blackcurrant on one screen may turn out to be a pint of snakebite on the next...



IT'S THE MINOTAUR'S TESTES

So it looks as if the clever-cloggy Bitmaps are going to score again – as bleedin' usual. Take an old concept, inject vast numbers of 'why didn't I think of that' type ideas, put together a base code of exceptional quality that will handle just about any arcade action you care to throw at it, spend as long as it takes to perfect the actual game design itself – plus a bit longer for good measure – and Eric's your nephew. Oh, and these are all ST screens, by the way. So if anyone out there wants to bet me a fiver this one is going to be a pile of jobs when it's finished, then contact me at ZERO. You've got yourself a deal. STOP

WHAT'S WHAT

TITLE	Gods
PUBLISHER	Bitmaps/Renegade
PRICE	£24.99
FORMAT	ST & Amiga
RELEASED	March

MAX PAX



Are you the sort of guy who can handle four at a time? And sometimes even six? You perv! Well, *David 'Fingers' McCandless* can't even handle two – so heaven knows why we asked him to review six hot compilations...





COMPILATION SORBET

INGREDIENTS: One cardboard box, some wazzy lettering, plastic bag, that stupid styrafoam padding you always find in French gameboxes, plastic disk 'exoskeleton', some disks.

METHOD: Raid back catalogues for old games, think up some title (hopefully a pun) like *The Power Pack*, think up an awful by-line like *Danger Explosive Games!*, sigh deeply, shove all old games in the plastic bag, seal up all the edges of the bag so no one can get in them, close the box, sell it, ream in vast wads of lolly.

THE SCORES

VARIETY: Monotonous series of samey shoot 'em ups or big broad scope of appeal? Or to be metaphorical, a Rowntrees Macintosh Selection pack with Twixes, Opal Fruits and the whole caboodle, or just a bag of mini Mars Bars?

VALUE FOR MONEY: Will the spondues you forked out for these selection packs be worth it? Or should you have bought a six pack and the *Jane Fonda Work-Out*, and watched it on fast forward?

TEST O'TIME: Do these games, sorry chocolate bars, stand the test of time, or are they well past their sell-by date?

LONGEVITY: Will you be able to eat these Mars Bars until the cows come home and sit there steaming on your carpet, or will you get that sickly throat I've-eaten-a-tad-too-much-choccy today feeling after a few nibbles.

THE 16-BIT HIT MACHINE

GREMLIN

A AMIGA / ST

SUPERCARS: All your best view-from-above *Starsky And Hutch* fantasies on disk. Howling hand brake turns and screeching side-view mirror fights on nine tracks with reams of computer opponents. You can upgrade your car as well with turbo chargers, power steering and RAC-approved missiles.
SKIDZ: Basically a skateboard version of *Paperboy* but with all round scrolling. Lots of good graphics, lots of pensioners and baby birds to mow down, but it has a 'dodgy' control system and horrible social angle (the aim is 'to pick up litter').
AXEL'S MAGIC HAMMER: Direct cuddly Axel and his 60 pound hammer around the flick-screen countryside, destroying brick structures and bludgeoning pygmies and penguins to death. It's very addictive and worth playing just to see cutso Axel explode into a million pieces when he dies.
SWITCHBLADE: A clever mix of platform adventuring and karate fighting, set in massive underground complex. Good graphics and very playable.

V 75 V 87 T 85 L 85 **89**

TNT

DOMARK

A AMIGA / ST

APB: Good attempt at the *Tengen* coin-op original. You play Bud Kowalski, who has to chase 'perps' off the scrolling streets and kick in drunk drivers. Good comic sequences and big playing area.
DRAGON SPIRIT: Shoot 'em up cash-in on the dragon game boom. Dragons replace spaceships, pterodactyls aliens, and volcanoes gun emplacements.
TOOBIN': Interesting ride-the-rapids simulator, with two semi-naked youths braving Niagara with a rubber ring and a few coke cans for company. Annoying control system and not enough colour.
HARD DRIVIN': Blah, blah, joke about the replays, blah, blah, joke about cow, blah, slow, blah, nevertheless, blah...
XYBOTS: Two player, split screen, sci-fi Hunt Down The Robot Dictator fun in maze-like corridors and plazas, strewn with killer droids, teleporters and dosh. Lots of fun can be had, especially when having dogfights after clearing a level.



V 85 V 75 T 69 L 82 **75**

THE POWER PACK
BEAU JOLLY

LOMBARD RAC RALLY: A not-too-exciting driving sim, based on the not-especially-gripping *Lombard Rally*. It has a backdrop of research and 'rally-facts' but has too small a playing area and very boring scenery.
TV SPORTS: FOOTBALL: Excellent yankie football arcade game with intensive 'management' aspects, voluptuous Cinemaware graphics and a laugh-a-minute arcade section.
XENON 2: Very big and very beautiful, it contains the most detestable and ugly sprites in the universe, but luckily the most destructive and awe-inspiring weaponry in the universe as well.

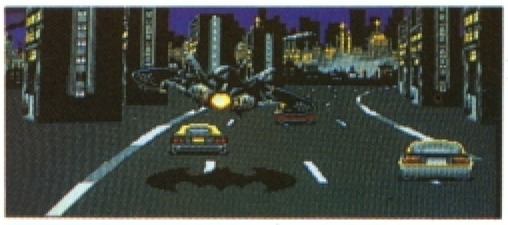


BLOODWYCH: ST Only. An excellent addition to the *Dungeon Master* family, this baby actually improved on the big DM in gameplay by having a dual player option. The graphics are a tad small and lacking in animation but for longevity you can't beat it.
DEFENDER OF THE CROWN: PC only. Feudal dictate 'em up, with you as a lord with some pressing engagements with rival lords' castles. Clever strategy combines with quite good jousting and raping arcadey bits. First Cinemaware game.

V90 V87 T72 L87 **89**

THE HOLLYWOOD COLLECTION
US GOLD

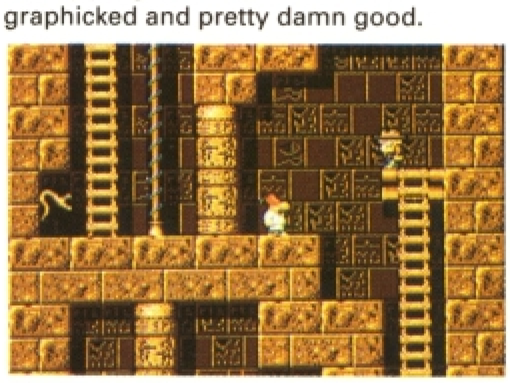
GHOSTBUSTERS II: Very average multi-game tarted up with digitized graphics and sampled sound from the film. Vertical shooter, sideways shooter and 3D shooter are the parts, but gameplay is ropey.
INDIANA JONES: Another thin tie-in attempt, this time based on maze romp abouts in the movie sets – canyons, Zepplins, Nazi dungeons etc. Okay graphics and actually quite addictive in places.
ROBOCOP: Sideways scrolling enforce 'em up with you as the cybernetic law-enforcer taking the lives of the vermin-ous law-breakers. Lots of scenes and big explosions – a yummy conversion.
BATMAN: Good action based film conversion with lots of colourful film-based segments and pictures of Jack Nicholson grinning.



V75 V69 T68 L65 **73**

FULL BLAST
UBISOFT

CARRIER COMMAND: Vector based father of games like *Midwinter*. Blend of polygon dog fights and polygon stra-tegy in islands which you must prevent a dictator getting his hands on. Old but still good.
P-47: Sideways scrolling shoot 'em up, based on the fat slow bomber plane P-47, and as a result is fat, slow and bombs. It's not all that bad, but it's not all that good either.
FERRARI FORMULA 1: Rather uninspiring form from Electronic Arts which has had some pretty corking products of late. Average driving game.
HIGHWAY PATROL: Rather dodgy scroll into the screen driving game of early Infogrames vintage.
CHICAGO '90: A weird (it's French) isometric driving game. No one can un-derstand it, but it's possibly quite good.
RICK DANGEROUS: Neat, cutesy, *Indiana Jones*-based platform romp. Slickly programmed, rather well graphicked and pretty damn good.



V86 V79 T80 L85 **82**

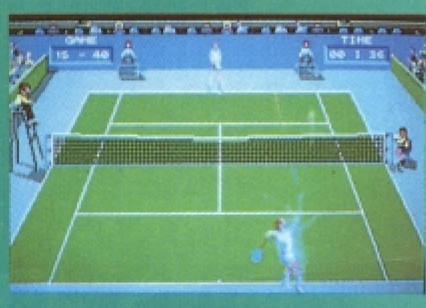
CHALLENGERS
UBISOFT

SUPER SKI: Spook ski game from French publishers Loriciel which was originally going to be launched here under the name Eddy Edwards Super Ski. Since in order not to contravene the Trade Descriptions Act, this would entail you being completely useless and falling over all the time, it never actually appeared as a full pricer in Angleterre. Mildly entertaining, better than the relevent component of *Winter Games* but not really strong enough to buy on its own.
STUNT CAR RACER: With a huge select-ion of nightmarish tracks, a real sense of falling from a great height when you mistimed your jump, and the ability to accumulate car damage *Stunt Car Racer* is still the canine's crotch for Stunt sims.





FIGHTER BOMBER: Rather popular flight sim, which somewhat surprised me because as flight sims go it's as jerky as one of those crap street performers doing a robot mime. More polygons for your money but I'd rather be flying *Falcon*.
KICK OFF: Unbeatable two player football action. Two teams of haircuts (view from above) slog it out on a to-scale baize pitch. Subbuteo without the fingers or the tediousness.
PRO TENNIS TOUR: A pretty skill tennis game which caused very favourable ripples when it first ap-peared at the end of 1989.

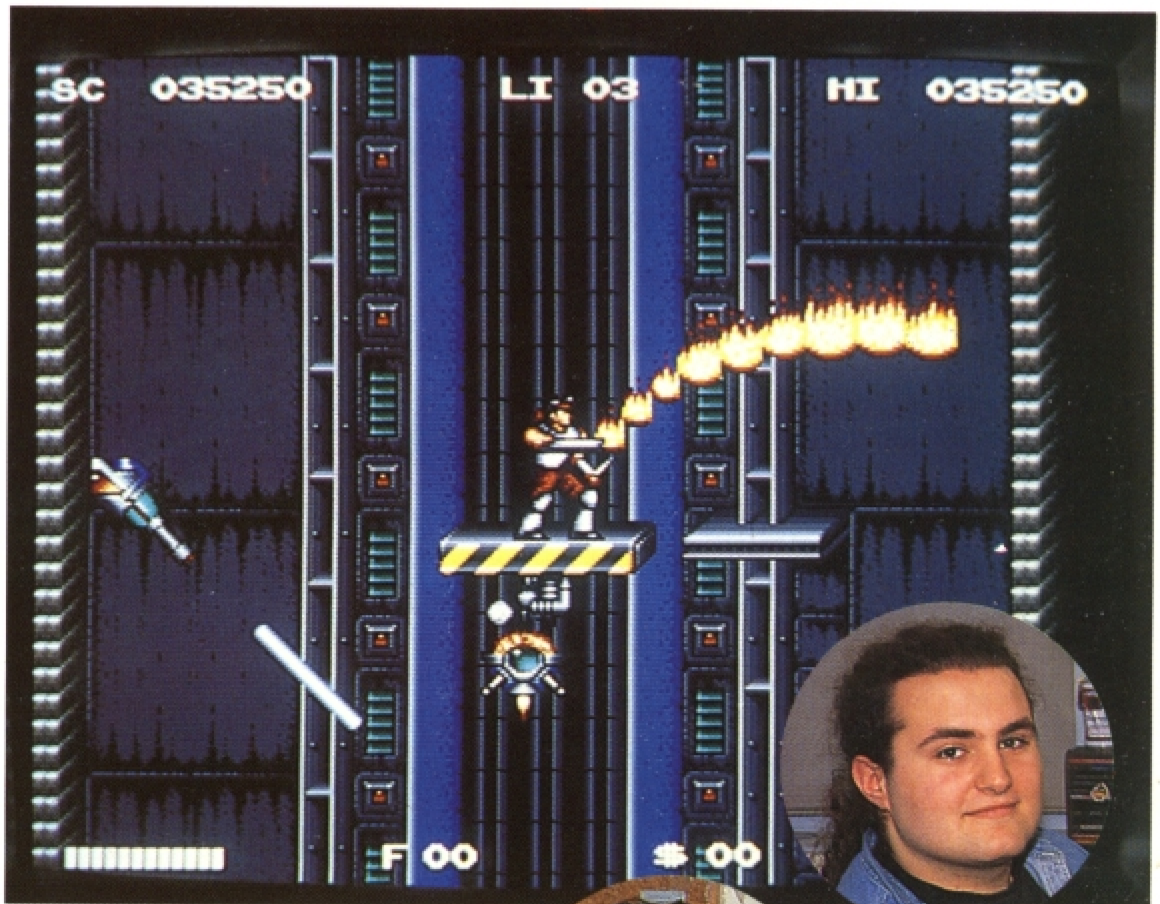


STOP

V87 V88 T85 L90 **91**

GREMLIN'S TWO*

Yep – they're back! Hanging from overhead fans, heads stuck underneath beer taps, the small scaly creatures from Sheffield have a whole clutch of 16-bit goodies up their sleevies. *Tim Ponting* positively wet himself in anticipation. Oh no!



Time for a quick general knowledge quiz. Rightio, chaps, question one: what high quality products are designed in Sheffield? David: "Um... I'm sure they build Triumph Herald distributor heads there." Yes, alright, erm, Duncan 'Dippy The Bush Kangaroo' MacDonald, your turn. "Hatstands." Sorry? "Sheffield hatstands, they're absolutely fantastic." Oh. Lord Lakin? "I believe the flag of Rwanda was designed by a Geography student from Sheffield University. Disgusting, they'll allow women into Oxford next." McVicca McCandless? "Er... High explosive mercury-filled knives and forks?" Nope, you're all wrong. The answer's software by Gremlin! Fooled you! *(Polite tittering ripples through the office.)*

Hem, anyway, judging by our recent visit, Gremlin looks set to surpass itself in 1991. Fifteen releases are on the cards and ZERO has exclusive news of some of its forthcoming blockbusters. For example, we'll eat our thermalactyl underwear if *Lotus 2* doesn't rear its highly successful head after the Esprit licence of 1990. We're also confident that they'll be announcing a couple or maybe even three film licences for 1991 – and there's wind of another major licence in a broom-broom vein towards the end of the year.

Among several games currently under development is *Supercars 2*, the sequel to its promising but not-quite-totally-fab predecessor. It's packed with improvements, including a split screen two player mode (hurrah for that alone), 20 tracks, cross-overs, jumps, banks, and zillions more car options. And there's project 'P', presently being worked on by a programming team called Optimus, based around a classical theme and a flying horse... or something. There's also another game in the pipeline from the programmers of *BSS Jane Seymour* which, from a quick glimpse, looks like a cross between *Sim City* and 'something else'. Keep your eyes peeled for that one.

Anything else? Oh yeah, nearly forgot... *Switchblade 2* (less a sequel than a complete rejig) and *Heroquest*, the conversion of the fantasy boardgame. Don't say we didn't warn you...



Graphics and game design by Paul 'Greggs' Gregory, programming by George 'George' Allen, um... hair by Julian... erm...

TIMETABLE CORNER

Interestingly enough, the quickest way of getting to Sheffield from London used to be via Doncaster. This was an excellent wheeze since you could jot down all the Newcastle train numbers whilst waiting for the connection on platform 3b at Doncaster. Sadly BR have spoilt all the fun with the ultra-fast 2 hour 16 minutes direct service from St Pancras.



SWITCH-BLADE 2

Like *The Duncan Goodhew Hair Care Simulator, Switchblade* was one of the games that time forgot. Well received, good reviews, small sales. *Switchblade 2*, subtitled *What The Last Game Should Have Been (With Hindsight)* bears very little resemblance to the original, being more like a cross between *Strider* and *Midnight Resistance*. The plot is much the same: fight your way through the mazes, collect all the fragments of fireblade knocking about and defeat Havoc, the end of game bitchin' mutha. But the whole game has a smoother, richer taste that only the finest programmers can blend. It's being put together by the same duo who gave birth to the Amiga

*plus about thirteen more

Venus, and graphically it shows. 32 colours on screen, pulse-stopping multi-directional scrolling over the full screen... Yum yum, let me eat it. In fact, without further ado, here is the menu at Chez Havoc...

APPETISER:
The Undercity, similar in design to the original *Switchblade*. And yes, those stupid giant headlice basts are still there.

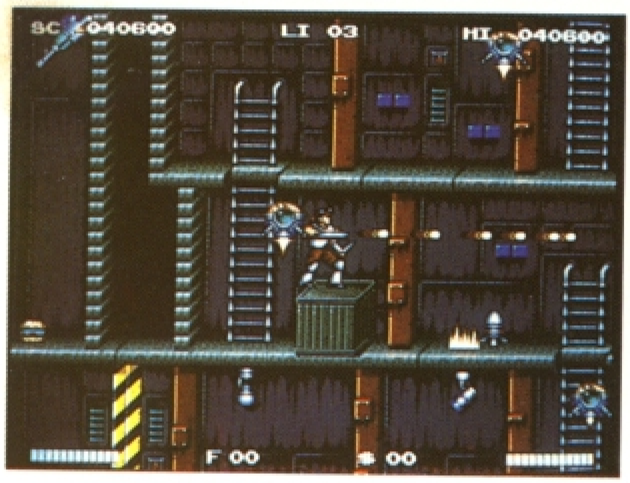
ENTREE:
The Cliffs, white things you have to sing rousing World War 2 songs about. And climb them to move on to...

MAIN COURSE:
The Ice Planes, just the ticket if you're in the mood for giving Malcolm The Mountie his bleedin' can.

DESSERT:
The Waterfall, rather like cliffs but made of water and moving downwards rather fast.

CHEESE AND PORT:
The Docklands, full of Havoc's naval forces and yuppies with more money than sense.

LIQUEURS AND COFFEE:
Havoc Island, home of Havoc – or so the experts claim. Blow him to smithereens and you can pop into the kitchen and try to find the last few bottles of grog before crashing out.



Maybe this machine gun would work a bit better if I turned round...

The punch/kick power meter of the original game has been scrapped in favour of weapons that can be bought in shops. These include Light Machine Guns, Flame Throwers, Lasers, Ninja Stars and – utterly brilliant – Homing Missles. But many other neat features of the original game have been retained, like the destructible 'secret blocks', fires and spike traps. All in all, *Switchblade 2* promises to give the best coin-op conversions a run for their money.

WHAT'S WHAT

TITLE	Switchblade 2
PUBLISHER	Gremlin
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	April



HEROQUEST



Would you invite this short, fat, ugly balding Dwarf to a party?

Real men have massive pecks, wear loincloths and use Aquafresh three-in-one toothpaste. Real dwarfs are short, fat, ugly and smell like Bernard Manning after a marathon. Wizards are tall, skinny wooftahs with wizzle sticks and Elves are, of course, slyph-like figures of grace and beauty who hate Meat Loaf records and use ozone friendly shaving foam. How do we know all this? We talked to 221B, programmers of the conversion of the smash GW boardgame *Heroquest*.

In case you're not familiar with the game, here's the scam. It's a D&D style role-player for two to five players: one acts as the Evil High Lord Priest bloke (and controls all the monsters, traps etc.) while the four characters (Barbarian, Elf, Wizard and Dwarf) are shared out among the remaining players. It all takes place on a board with a predrawn dungeon floor plan – but depending on the 'scenario' being played (there are 14 in the boardgame), the doors, treasure chests, furniture, traps etc. will appear in different places. This means that although the floor plan is based on the same shapes, each game plays very differently. Every 'scenario' has its own storyline: you're trying to rescue someone, destroy this, find that and so on. Once victory is achieved – or the players are dead – the game is over. Gameplay encompasses the usual D&D type combat and magicke stuff – Hack 'n' Cast action all the way down the line.



The length of his hair is only exceeded by his, um, 'Elven sword'.

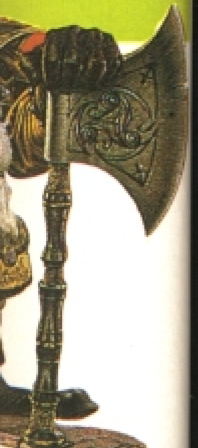
The conversion has an elevated isometric viewpoint, with an icon syster for controlling play. Movement is the same as in the boardgame: clicking on an arrow moves the player one square in that direction until he chooses to stop or something nasty happens. Combat will take the form of animated bits like i *Battlechess:* there's no 'active' control. Oh, and the computer 'runs' the game, playing the Evil Wizard: up to four players can take turns as the other players.

If you're a fan of the boardgame ther a) playing this will be a piece of pecan pie b) you'll know what happens in each scenario, which could be a bit of a downer. But it's true to the original gam – and it looks as if the graphics are goin to be rather attractive. So get the Acme Barbarian Chest Wig out of the closet and dust down the Elven handbag in time for April... STO

WHAT'S WHAT

TITLE	Heroquest
PUBLISHER	Gremlin
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	April





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COMING SOON...



FALCON 3.0

THE UNDER WRAPS MEGA* QUIZ

Question: What does a ZERO reviewer do when he has a corky-looking but unfinished game on disk (without any documentation whatsoever) and then discovers that all the people who know anything about it are at the CES show in America and can't be contacted?

(a) He resigns and takes up Morris dancing as a career.

(b) He pretends he knows what he's talking about, makes lots of guesses, gets everything wrong, gets ZERO in trouble with Mirrorsoft, gets fired and is forced to join a travelling circus. (Or Her Majesty's Government.)



(c) He turns the Under Wraps feature into a rather useless quiz where you lot have to guess what's going on as well. *(You're fired anyway. Ed.)*

WHAT'S WHAT

TITLE	Falcon 3.0
PUBLISHER	Mirrorsoft
PRICE	To be announced
FORMAT	PC
RELEASED	April



***F**alcon Version 3.0* **from Mirrorsoft/Spectrum HoloByte is not yet another mission disk for the original *Falcon* series. Indeed no, it is in fact *Falcon – The Next Generation*. A totally new game but with a same-ish name. But how skill is it going to be and why? *Duncan MacDonald* isn't sure – so you have to help him out. It's multiple choice quiz time and you have five minutes to answer all the questions. Go!!! (Answers are upside-down at the foot of the opposite page.)**

QUESTION 1



This is the first of many front-end screens. If you select 'E', what will happen next?

(a) You'll enter a sub-game where you get to play the part of an air traffic controller (which is the sort of game that air traffic controllers play when they get home from work).

(b) You'll enter a Simon Bates simulator sub-game (where the ultimate goal is to learn how to talk an absolute load of crap for three whole hours every weekday morning).



(c) Er, nothing will happen – this part of the game hasn't been finished yet and God knows what it's all about (the same applies to sections 'C' and 'D' as well – although section 'C' could very well be a modem link-up thing).

***i.e. a bit crap actually**

0 QUIZ

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QUESTION 2



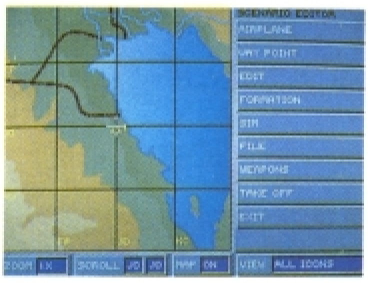
Selecting 'A' from the start-up screen takes you to the Campaign Screen. But what can you do with it?

(a) You can build your own scenario and populate it with allied and enemy fighter squadrons. What's more you might even be able to change the terrain features (or possibly not).

(b) You can zoom in on the map to sub-atomic level.

(c) The whole planet has been accurately mapped, even hitherto undiscovered villages in South America. You can watch the inhabitants fishing, making clay pots and catching their food.

QUESTION 3



Clicking on 'B' on the start-up screen takes you to this – the scenario editor. Your initial thoughts are...

(a) That it looks a bit like the campaign screen, except it's got different words down the right hand side.

(b) That this really is the most useless quiz you've ever had the misfortune to be involved with.

(c) That you'd get this question right regardless of whether you went for 1, 2 or 3.

(d) That it probably does something pretty fantastic – particularly since the game comes on eight 1.2 MB disks...

QUESTION 4

Having come to terms that the campaign screen and the scenario editor screen look rather similar, you have to plump for one of the options it offers. Which do you go for?

(a) The AIRPLANE option, where you discover that you can choose to be an F-16, a MiG 21, a MiG 23, a MiG 25 or a MiG 29.

(b) The EDIT option where you discover that you can do all sorts of things to your squadron, the enemy squadron and the waypoints – except you can't work out exactly what because this part doesn't appear to have been finished yet either.

(c) The WEAPONS option where you discover some meaty hardware. Bombs in the shape of GBU 15 laser guided, Durandal Anti Runway, Paveway, GE Anti-Armour, two types of Maverick and more types of MK 82 than you could shake Norris McWhirter at. Then there's ECM pods, Fuel pods, Lantirn pods, CBU's (they scatter 300 bomblets), a Rocket Launcher and for air to air scrapes the AIM 9P, 9M and, last but not least, the trusty old 120.

(d) The TAKE OFF option, where you find yourself flying the plane, but can't shoot anything down because you didn't go to the WEAPONS option first. Clot.

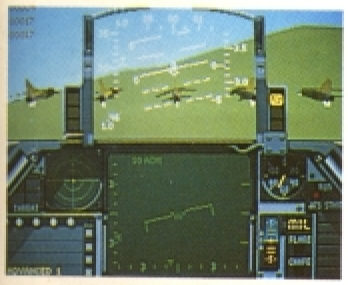
(e) The PATRICK MOORE option where you have to go out and



buy a suit that's both three sizes too big and three sizes too small at the same time.

Okay, that's enough about the front end. On to the flying. And jolly fast and smooth it all is too – you don't need any documentation to be able to work that one out. Mind you, once all the scenery's in, maybe it'll start to slow down a bit: which leads us onto question 5.

QUESTION 5



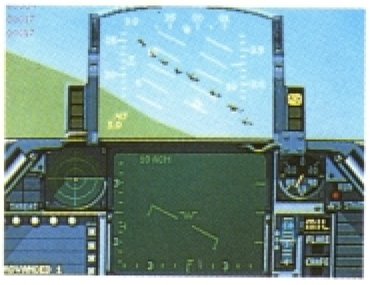
You spot billions of what Tim suspects are Tornados but might be MiGs right in front of you. You think to yourself...

(a) Blimey – even with all those polygons everything manages to move pretty damned fluidly.

(b) Crikey – there's up and down terrain rather than just loads of isolated 3-D 'mountain' triangles.

(c) If, as Tim suspects, those really are Tornados, then what's the betting that pretty soon they'll all have crashed into something.

QUESTION 6



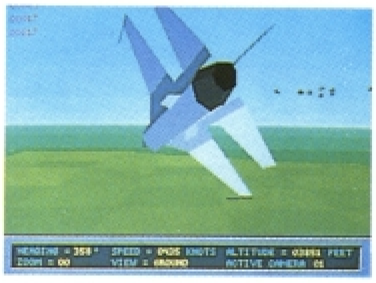
Why are the Tornados/MiGs getting smaller?

(a) Because you haven't located the afterburner button yet and they're all going considerably faster than you.

(b) It's a little 'joke' by the programmers whose favourite film (for some reason or another) is *Honey I Shrunk The Kids*.

(c) Because the leader of the Tornado/MiG squadron is none other than Paul Daniels – and he's up to his stupid tricks again.

QUESTION 7



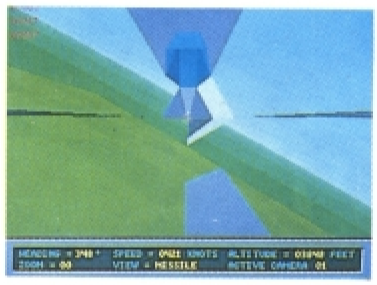
Why has the cockpit control panel disappeared?

(a) Because you've foolishly opened the 'door' and have fallen out of the aeroplane.

(b) Because you've been sucked through the engine and are 'at one' with the universe.

(c) Because you've summoned up an 'external view' (which can be tinkered with to give you absolutely any angle known to, erm, mustn't be sexist – humankind).

QUESTION 8



Corks! What's this view then?

(a) It's the view you'd get if you banged your head hard against an anvil to the beat of a Judas Priest double album and then closed one eye.

(b) It's the view you'd get if you exhaled, held your breath for two minutes and then inhaled 500 cc's of neon gas.

(c) It's the sort of view you get in an unfinished game that luckily won't be there in the finished product. (i.e. It's a bug.)

QUESTION 9



Can you think of a question to go with this screenshot?

(a) Well, you could always ask if the other planes are MiGs or Tornados.

(b) Um, you could ask some sort of technical thing about the hill... Like why it appears to consist of contoured paving slabs that undulate in a spine-tinglingly realistic fashion.

(c) Er, no.

QUESTION 10



What do you think's going on?

(a) Well, that round yellow thing is obviously a boat, and those other things are cars, so there's obviously been some kind of crash on the edge of a cliff and all the cars are falling into the water.

(b) You're looking up from underneath as the Tornados/MiGs are flying under the sun. Their wings are in the swept back position.

(c) Er, not too sure actually.

QUESTION 11

So, is Falcon 3 going to be a corker or what?

(a) Well, we've hardly scratched the surface, but what there is suggests a bit of a resounding 'yes' actually.

(b) Well, as long as it's not as crap as *Bomber* I'll be happy.

(c) Definitely not. These are some of the most rudimentary graphics ever seen on 16-Bit. It looks like a



Vic 20 game to me. The handling is appalling. It should be strung up. My name's Norris McWhirter. Goodnight.

ANSWERS

12 RIGHT: Lying bast!

8-11 RIGHT: Top hole.

4-7 RIGHT: There's a job for you on ZERO. (Just look at Paul)

0-3 RIGHT: Crap. Same score as Duncan. *(Actually, he scored minus 1. Ed.)*

1 (c)

2 (a)

3 (a) (b) (c) and (d)

4 (a) (b) (c) and (d). (e) is impossible for everyone except Patrick Moore)

5 (a) (b) and (c)

6 (a)

7 (c)

8 (c)

9 (c)

10 (a)

11 (a)

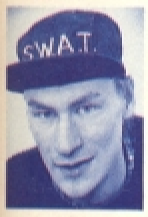
ZERO reviews

CRITICS' CORNER

We're setting our critics a 'task' this month – money making. We gave each of them ten pence and told them to shove off and turn it into a profit within one day. And we're going to mark their performances out of 100, with a result of 90 or above earning them the much coveted ZERO Hero award...



Jane Goldman: Jane, being a very religious person, took her inspiration from the Bible – she buried her ten pence piece in the ZERO garden. "I believe in hedging my bets," she told us, "and it paid off!" Indeed it had, because Jane returned with 20p. She'd doubled her stake. "It's strange," she admitted, "I wasn't expecting that. I went to dig up my 10p bit, thinking that at least I wouldn't have lost any money, when, right next to my coin, I found another. It wasn't there to begin with. Still, God moves in mysterious ways." Indeed He does. **Overall Score: 65**



Tim Ponting: So how had Tim done? "Well, I went busking," he replied, "I stuck a four piece drum kit together and hauled it down to a prime spot in Oxford Circus underground." We pointed out that the idea was to use the original ten pence to make the profit with. "I know," he said, "and that's what I did. I stuck the coin in the hat at my feet so it would act as a 'magnet' for the tourists' money." We didn't really feel this was fair and asked Tim how much dosh his drumming skills had netted. "Well, I've got twelve pence, all told," he said quietly. Aha! **Overall Score: 48**



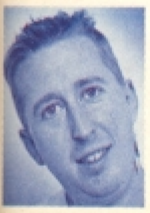
David Wilson: David plumped for the car dealing option. Here's how it went (over to David). "Well, the initial 10p bought a ropey matchbox Ford Sierra from an Oxfam shop. I took it home, did it up a bit and sold it to a kid down the road for 50p. This 50p was taken back to the Oxfam shop where it got me an airfix Citroen 2CV kit. I made the kit up, painted it orange, mounted it on a piece of wood and flogged it to the social worker who lives next door. The mug gave me three quid for it." Wow, 3000% profit, we exclaimed. "Not quite," said David, "I drunk two quid of it darn the pub." Oh well, one pound's okay. **Overall Score: 88**



Lord Paul Lakin: The ZERO aristocrat looked pretty pleased with himself on his return. But how much money did he have? "Fifty-five thousand pounds," he exclaimed proudly. How? "It was easy," he replied. "First of all I deposited the 10p in one of my bank accounts, then I did some shopping, went home and designed a flag while watching evening BBC2. Then I had a cup of Horlicks, tucked myself under my Flags Of Europe duvet and went to sleep. This morning, on my way into work, I popped into the bank and drew out all my savings, which (including the 10p) amounted to the above sum." Hmmm. **Overall Score: 10**



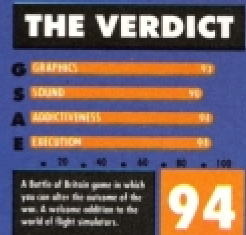
David McCandless: "I spent my initial ten pence on a bullet for my Heckler and Kosch high velocity repeater," said planet Earth's most dangerous computer games reviewer. Aha, we replied. "Then I went into Lloyds bank and aimed my 'stake' at the head of the cashier, who agreed that my little request made a lot of sense, and then quietly and quickly filled my carrier bag with used fifty pound notes. Then I legged it into the street, nicked a car and drove round the corner. I nicked another car, went up to Peterborough, ditched the motor and then came back here. Result £400,000 and no filth!" Wow! **Overall Score: 99 (ZERO Hero)**



Duncan MacDonald: "Er, I haven't done very well – but it's not really my fault," whinged Duncan. We suggested that he explain himself. "Er," he began, "I thought it'd be a good idea to bury my 10p in the ZERO garden because I thought it would grow into a money tree. So I dug a hole and strangely enough found a second 10p bit already buried. 'A good omen if ever I've seen one', I thought, so in went mine. I was already 'in the black'. Anyway, to cut a long story short, when I dug up my patch this morning both coins were gone. **Both** of them! I don't understand it. Must be some sort of weird chemical reaction." Oh dear. **Overall Score: 0**

WHAT'S WHAT

This detailed dissection of our scoring system is for your benefit, dear reader. So for God's sake take note.



Games marked out of 100 on the following four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not, repeat not, an average of the other scores. Got that? Right, now read on.

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? If you should happen to die, do you have to play the game through from the beginning in order to reach your previous position? Things like that score here because they're annoying, and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box with information telling you... er what's what in relation to price, format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). And, secondly, **THE PRICE IS RIGHT** section is where you'll find the latest budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

HUNTER

Who could forget the traumatic developments in the *Crossroads* Motel when David Hunter got shot? *David Wilson* thought he'd never get over it, till he got hold of a copy of Activision's *Hunter*, that is.



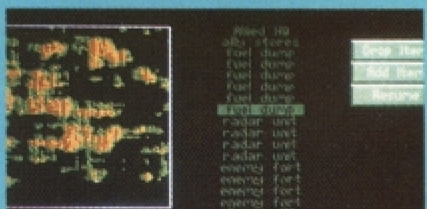
Thousands of miles of terrain to drive freely over, and you manage to park your car underneath the tracks of a rather large tank. Ho hum.

Are you a free spirit? Do you rage against the confines of totally linear gameplay? Do you rebel against the dictates of the one-way scroll? Then how about one of those games where you have complete freedom of a little 3D vector world? A world with over half a dozen modes of transport at your disposal – a world populated by rabbits, sharks, bulls, ducks and sea gulls (as well as bad guys) and a veritable arsenal of weaponry with which to kill 'em! How does that sound to you? And do you like games from Activision that begin with the letter 'H'? If so, then you'll love *Hunter*.

Not only is it one of the incredibly tantalising bits of this month's cover disk – and the subject of a two page *Under Wraps* back in January's ZERO – but it also happens to be pretty dashed fab.

Within your 3D world of islands, *Hunter* offers three separate game types. There's the Mission Game which consists of a series of single missions of increasing complexity; an Action Game which gives you a list of enemy things to blow up and a set time in which to do it (hence assuring you loads of er... action); and finally the Hunter Game itself, which includes elements of both other games. In the Mission and Action games you've got one life and a time limit in which to complete your objectives, whilst in the Hunter Game you'll have several men at your disposal. (Quite useful if you're a shandyman.)

In every game you must first pick up your log book – a sort of 3D vector Filofax that's indispensable in your missions – before hopping over to the Stores to tool up with weapons. You can either pick the weapons you need manually, or avail yourself of the user-friendly 'Auto Arm' option. Oh, and if you're playing the Hunter Game and your lead chap gets killed, you start again near your home island – in other words, you have to find his grave so you can collect all the items he was holding before you can go any further.



THE CAPTAIN'S LOG

Ever fancied yourself as as the Log Lady? (Whaddya mean, you don't watch *Twin Peaks*?!) Anyway, you'll need one of these rather corking designer organisers. It incorporates a map highlighting your position and a list of locations. Click on one of these and it'll be shown on the map. In the full-blown adventure game, you won't actually be told your ultimate objective. Instead, you'll be given the location of a contact. Make your way to him, bribe him if necessary (it usually is) and he'll tell you the co-ordinates of your next contact or useful item. Now you can input these into your log using the 'Add Item' function. Oh, and when you return to the game screen, you can superimpose the map with both your location and your destination highlighted.

WHAT'S WHAT

TITLE	Hunter
PUBLISHER	Activision
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	February

PRINCE PHILIP: HUNTER



Hello, I'm Prince Philip. Although I'm chairman of the WWF, I quite like shooting things. (It's okay as long as you eat them.) Let's take a look at the sport in the Hunter archipelago...



1. First off, we've found some 'quack quacks'. *(Ducks. Ed.)* Not much sport, these blighters – not endangered enough. Still, if you want to get your eye in, they make good practice. And if you want to save ammo, why not drive over them in a motor vehicle instead?



2. Equally useless on the endangered scale, the bunny's sole redeeming feature is the satisfying way he explodes when hit with a bazooka shell. Tricky to hit but a handy tip is to hop into the water and shoot from 'sea level'.



3. Though still nowhere near endangered enough for my liking, bovines add a nice element of danger to our noble sport, because the ones with horns are liable to charge at you. For an extra skillful bag, why not exploit this tendency by leaving land mines in their path before enticing them to charge? Rare rump steak, anyone?



4. Tricky blighters, these sea gulls. Mainly airborne, they pose a bit of a stickler for your ropey gun elevation. Still, as they say, "what goes up, eh?" As soon as they alight, why not try a few well placed rounds? They'll never dump on Royal headgear again!



5. Right, now what else is there for me to bag? Ooh look, there's a shark! Let's run it over in me old boat. Gadzooks! The tin tub seems to sprung a bit of a leak... er... looks like I've taken an early bath... nice sharkey...

AMIGA

David: From the moment I saw *Hunter*, I knew it was my sort of a game. It reminded me at once of the classic *Carrier Command*. I loved the idea of controlling your character with freedom to travel around the various locations, using the various means of transport and going into buildings without so much as a 'by your leave'. *Hunter* definitely fulfils this promise. Although, the pace isn't exactly frenetic, the challenge is there in various different forms.

In the Hunter Game, the theme is of an adventurey nature as you find different people, bribe them, and/or follow their directions to other contacts or items – which in turn may come in handy when it comes to convincing them to talk to you. (Whatever happened to a loaded Magnum .44 pressed to the temple?) Although there's a save game option, I found it rather frustrating that if you accidentally destroy a contact or item, you more or less kiss goodbye to your chances of success. Still, you learn by your mistakes.

Though the sound isn't brilliant, it still manages to be quite effective – for example, when you jump out of a moving vehicle and it motors off into the distance. The graphics are rather nice as well, if slightly flawed. There are several glitches and frequently your character or his vehicle seems to be suspended in mid-air. Mind you, this can actually work in the game's favour on occasion, for example when your car is racing over hilly terrain and it seems to bounce off the ground – fine, till you come to a halt and you're still two feet above terra firma!

HASSLE FACTOR: Norra lot.

There are many features of *Hunter* which make it a special game – the different means of transport, the way you can outfox the bad guys by leaping from moving vehicles, or even by wearing an enemy uniform! But ultimately, though I like *Hunter* a lot, it's not as slick as *Battle Command*, and consequently suffers. Still, it's a commendable effort and well worth checking out.

THE VERDICT

G GRAPHICS	84
S SOUND	79
A ADDICTIVENESS	88
E EXECUTION	90

An innovative addition to 3D vector games and to arcade adventures too. Hurrah!

89



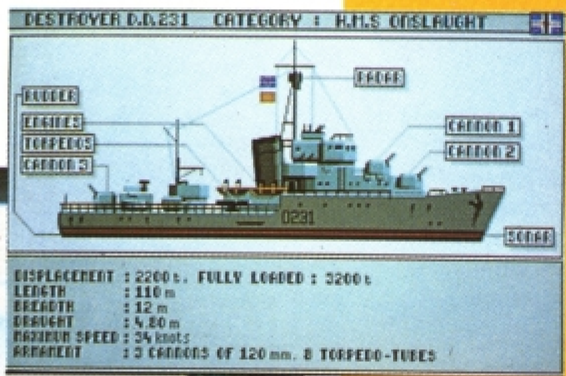
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A.D.S.

What do you get if you cross up-and-coming software house Futura with a 3,000 ton warship? *Jonathan Davies* wasn't entirely sure he wanted to find out.



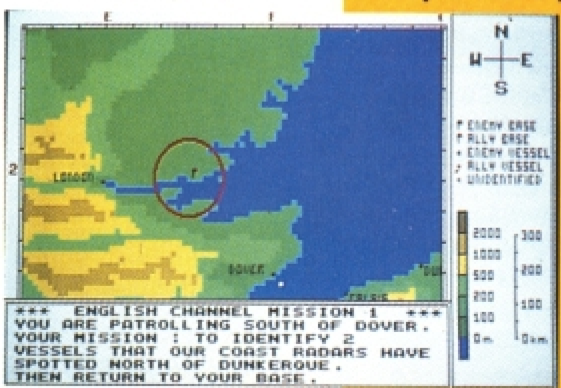


Oooh another boat like mine, I think I'll give it the friendly horn salute. (*You're meant to blow it up, clothead. Ed.*)

Playing Battleships used to be a fairly simple affair involving paper, a couple of pencils and a length of rubber tubing. At least it was for me. My family couldn't afford the electronic version. And I never had a Scalextric set, either. *(Sob. Ed.)* But this is 1998 (according to my Saisho fashion watch, anyway) and any game worth its salt these days comes complete with solid 3D graphics, a range of missions to go on and enough keys to construct several Chinese typewriters. *A.D.S.* (or *Advanced Destroyer Simulator*) is no exception and it bears practically no resemblance at all to Battleships.

As you might imagine, you're the Captain of a World War II Royal Navy destroyer and your job is to sail the high seas mopping up baddies. To this end your ship is equipped with four gun turrets, eight torpedo launch tubes and a range of navigational aids, so attempts to explain any lack of success on equipment shortages are likely to fall flat.

It's probably just as well they didn't call the game *Advanced International Destroyer Simulator*, although they might well have done. There are three scenarios covering the English Channel, the North Sea and the Mediterranean, and each has a good selection of missions to choose from, starting with attacks on girly cargo boats and quite probably ending with foolhardy raids on fleets of heavily-armed warships. There are U-boats and Stuka dive-bombers to worry about too. Gosh!



B..b..but I've no sense of direction and I get queasy on ferries.

GRAPHICS	79	ADDICTIVENESS	89	OVERALL
SOUND	66	EXECUTION	90	86

WHAT'S WHAT

TITLE	A.D.S.
PUBLISHER	Futura/US Gold
PRICE	£24.99
FORMAT	ST/Amiga/PC
RELEASED	Out Now

Jonathan: It's quite daunting being put in charge of an entire ship. What really gave me the willies, though, was the discovery that *A.D.S.* is a French game. All that hardware to worry about and the possibility of getting distracted by a nubile, large-breasted, purple-skinned alien leaping out at any moment. Luckily, a sense of sanity prevails and this is about as sensible a game as one could reasonably hope for. There are plenty of serious-looking charts to pore over and strategies to plan - weirdness isn't an issue here.

The graphics look as if they mean business as well. Solid and 3D they may be, but only enough to get the job done without going overboard (groan) and starting to show off about it. They're restrained and functional in a navel sort of way. *('Naval'. Ed.)* Oh. But does this mean they're rubbish? No, it means that you won't waste time ogling at the pretty pictures when you ought to be steering the ship. And, once you've worked out what the keys do, it gets quite fun. Battles are best, especially when you're winning, and there's a 'speed thing up a bit' button for the long journeys in between.

The only real omission seems the lack of any record of your achievements. The game doesn't keep a score (unless it's hidden), you don't get medals after completing missions (just a 'Congratulations' message) and there's definitely no way of saving anything onto disk. So your friends will have to take your word for it when you tell them you sunk 14 cruisers, wiped out an entire flotilla of submarines and still made it home in time for *Neighbours*.

If it wasn't for that, and a general lack of surprises – you sort of always know what's going to happen next – *A.D.S.* might even have been stepping up to receive a Hero. However, it is very good indeed, and if you're prepared to brave the scorn of your friends by buying a game with the word 'simulator' in its title, the rewards could be enormous. STOP

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GREAT NAMES TO PLAY WITH



Together with the Dragon of Light, Kayas' task is to prevent the King of Darkness from achieving his evil ambition of filling the Kingdom with black power. Join Kayas in the battle against the dangerous darkness. Play a human hero astride a mightly dragon and seek to destroy all in your path.

Formats: Atari St; Amiga;
Spectrum; Commodore

The cutest bravest Robokid is here! The Atomic Robokid has just graduated from the Universal University of Space Combat and is on his first mission to travel deep into enemy territory and destroy everything that gets in his way. Jet through mazes of terrifying terrain and get caught in a cube with a horrific hybrid!

Formats: Atari St; Amiga;
Spectrum; Commodore



Spindizzy is back! Hanging in space is a cluster of worlds and for each world a different quest awaits. You'd better have your Spindizzy skills honed to perfection to escape before the crushing time-limit spells an end to your game-conquering aspirations!

Formats: Atari St & Amiga



Stranded in a prehistoric time. The only way to return to your time zone is to create your own Man's future. With your resourcefulness and nerve tested to the full, can you stop the bomb attack and rescue the time machine, now 10 million years in the future?

Formats: Atari St; Amiga;
Spectrum; Commodore

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STOP

review

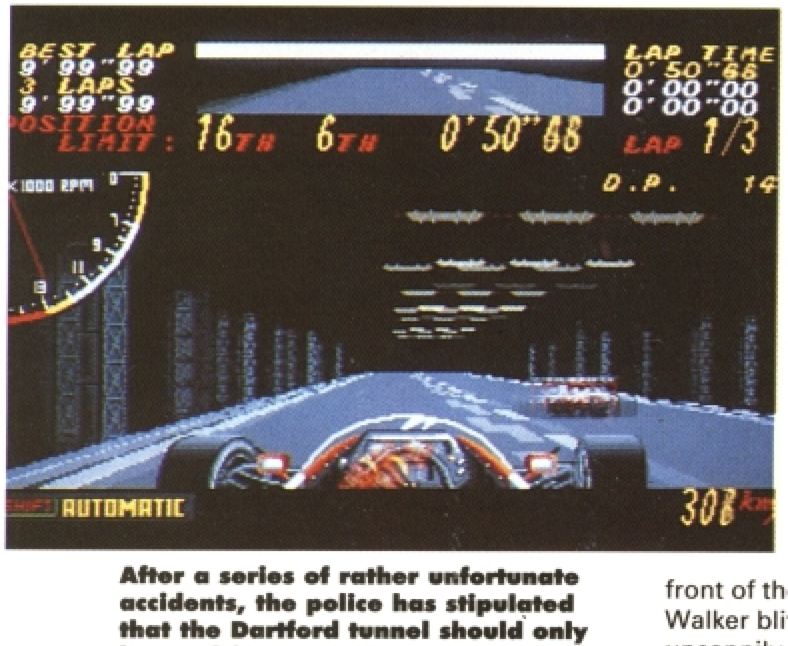
SUPER MON



◀ **Ah, the thrills of Grand Prix racing. The speed, the crashes, the motorway service stations, the coffee, the girl with a nice smile on the coach from Inverness. (*You what? Ed.*)**



Once upon a time there was a Sega coin-op that caused whoops of excitement and quite a few changes of undergarments amongst arcade racing fans. It was called *Super Monaco Grand Prix*, and it moved bitmaps around at something approaching the speed of light. Well, courtesy of US Gold, the 16-bit versions have at last arrived. But are they crap? *Duncan MacDonald* has a gander.

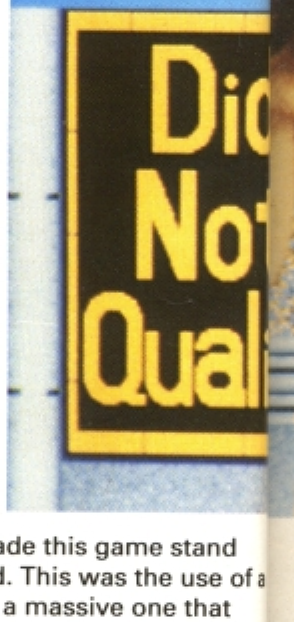


After a series of rather unfortunate accidents, the police has stipulated that the Dartford tunnel should only be used for Formula 1 racing *after* the rush hour.

Monaco, eh? What a posh place. It's nearly always sunny, everyone is 'chic' and money flows like water. Makes you sick really – surely nowhere can be that perfect. Well, the good news is that there is actually some bad news regarding Monaco. It's not quite so brilliant after all. It's situated next to a gigantic toilet, you see – a toilet called the Mediterranean Ocean. The Monaco Grand Prix therefore takes place right next to one of the largest sewage dumps in the world. So, next time you're sitting in front of the telly, listening to Murray Walker blithering on about how, uncannily, Alain Prost has just managed to overtake himself for the third time, remember one thing – those rich 'jet-setters' (the ones sprawled about all over the decks of their yachts) that the cameras pan across every lap. Are they in paradise? No, not quite: they're surrounded by bobbing jobbies, floaters, or whatever you like to call them. Too much champagne, one little slip on a wet deck and shazam! From Nirvana to Hell in one fell swoop – with a series of tetanus injections just around the corner. So there is justice after all.

But was *Super Monaco Grand Prix* anything to do with water-borne excreta? Er, not really, no, so let's get back to the point. The Super *Monaco GP* coin-op was really something special. Vast chunks of roadside detail were whipped around at breakneck speed as you battled against 15 other formula-one cars to complete three laps of the tortuous course. Hairpins came at you at speeds of 200 mph. Chicanes came at you at speeds of 200 mph. In fact virtually everything came at you at speeds of 200 mph, which is why most people had crashed by the end of lap one and were forced to feed the machine with yet another 50p piece so they could have another go. Apart from the size of the sprites and the speeds at which they were thrown about, there was one other thing that made this game stand out from the crowd. This was the use of a rear view mirror – a massive one that stretched across the whole top fifth of the screen. You could see back for quite a distance and count the cars on your tail. You could see them getting bigger – a cunning visual clue that meant they were getting closer – but as you were often heading into a tight bend, acceleration was out of the window: and blocking tactics were called into play. If a car was trying to slip past you on the left as you were approaching a hairpin right, you could take the corner wide and carve him up. If he hit your rear end, you'd both sustain damage, but he'd come off the

Did Not Qualify? Serves you right for having your eyes on the bimbo



NACO GP

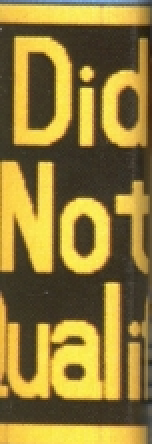


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On the fifth corner the super glue on Orlaff's car started to give out.

worst and disappear from view in a cloud of smoke. Just like real racing driving, the idea was to keep one eye on the road in front and one eye on the action behind. As you climbed up the position board, far from becoming less frenetic, the game kept pace by setting you a 'target'. If, for instance, you had grabbed 6th place, a message would pop up on screen telling you that you mustn't drop below 9th if you wanted to stay in the race. And lots of scary loud beeping screamed out to remind you of this fact whenever another car got within ten lengths. This forced your attention back to the mirror: get passed by three more cars and that was it. It was the kind of pressure guaranteed to stuff up an up till then excellent performance. And the better you were doing, the more punishing your target. Getting to 1st or so meant you had to remain there or be disqualified – a bit of a side-step from the real thing, but it certainly kept you on your toes.



But that, in a nutshell, was the *Super Monaco Grand Prix* coin-op. Superlative graphics combined with frenetic action. Not a great deal of longevity, as there were only three laps to go through – but despite this it was one of those arcade machines that got surrounded by crowds of people, all waving their one pound coins and shouting "Me next!". Fights were not uncommon. So how has the action transformed to 16-bit restricted memory home computers? Read on, clot.

AMIGA

Dunc: Well, well, well. This is a turn up for the books. When I heard that *Super Monaco Grand Prix* was coming out on 16-bit, I thought "Blimey, that's going to be crap!". I was expecting a frame update of somewhere about the eight per minute mark – given the amount of trackside scenery bitmaps that would have to be shifted around. But fortunately I was wrong. The game really does fly towards you smoothly. However, that's because the scenery's been reduced a bit. But that doesn't mean that it's sparse. Far from it. Tall buildings, trees, lamp-posts, piles of tyres and road direction signs come hacking at you thirteen to the dozen.

HASSLE FACTOR: 0
Hassle free.

But enough about the animation, what about the game itself? After all, what works in an amusement arcade doesn't necessarily work on a home computer. Take *Hard Drivin'* for instance – two tracks and a time limit. Finish both and that's it, no incentive to return. So *Super Monaco's* single track was going to be much of the same. Guess what though? The computer game version is different in this respect. There isn't just the one course, there are four of them, and as you have to race over each of these twice (once in dry conditions and once in wet conditions) you can sort of read eight courses (seeing as the handling of the car is quite different in the wet).

To get to race at Monaco, you've got to first of all get good placings on the three previous three tracks. First off (after choosing automatic transmission, four speed or seven speed) you get your preliminary race, of about half a lap, which is just you on your own against the clock. This determines your grid position (from one to sixteen). Then it's 'ready, steady, go' time as you try to become number one. The action's the same as the coin-op, with you checking your mirror with one eye to determine whether or not you need to do some carving up while your other eye scans the road ahead – however, the mirror in the US Gold conversion seems to have lost some of its prominence, becoming more the size of your standard car rear view mirror. I personally preferred it big, but there you go. The backdrops aren't as stunning as the original either, although they're quite pretty as far as racing games of this genre generally go. Something else that's missing is the 'course-map' on screen as you race – you can't tell how far in front of you the leader is. Again though, this doesn't really matter that much, so no probs.

So, we get to the meaty bit. How crap/brill is the game? Well, as conversions go, the Amiga version of *Super Monaco* is pretty accurate to the original, and at the end of the day really rather good – although somehow, somewhere, a little bit of the 'sense of urgency' has gone walkabout – and even with the four courses the longevity is questionable, but the game should be great fun while it lasts. Not the racing game to end all racing games, but not the worst on the market by any standard.

GRAPHICS 88	ADDICTIVENESS 82	OVERALL
SOUND 80	EXECUTION 87	85

ST

Dunc: The ST version of the game is different to the Amiga in exactly the way you'd expect: less colour and sound, but as you're used to the ST palette and sound chip this shouldn't really bother you at all. There is one other difference, however, and that's the roadside graphics – on the Amiga the buildings are quite tall. On the ST they're a bit shorter. Who cares?

STOP

GRAPHICS 88	ADDICTIVENESS 82	OVERALL
SOUND 80	EXECUTION 87	85

WHAT'S WHAT

TITLE	Super Monaco GP
PUBLISHER	US Gold
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	March

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DYNAMITE DÜX



AMIGA

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SHINOBI



ENJOY FRANTIC oriental action in this Ninja beat-em-up. Search for kidnapped children and dispose of marauding thugs with blows from feet, fists and shuriken stars. Classic Sega coin-op thrills!

AMIGA

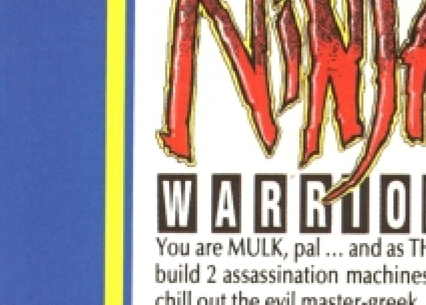
THE NINJA WARRIORS



AMIGA

You are MULK, pal ... and as THE totally wicked revolutionary your gonna build 2 assassination machines — The Ninja Warriors — and attempt to chill out the evil master-greek, BANGLER.

双截龍 II DOUBLE DRAGON The Revenge



AMIGA

The Double Dragons, Billy and Jimmy, seek to avenge the death of Marian — and might even be able to bring her back to life if they can only penetrate the secret lair of the Shadow Boss.



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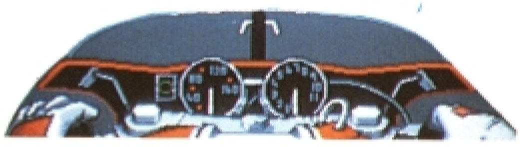
Jonathan Davies **has never been quite the same since the accident that followed the removal of his tricycle's stabilisers. So he looked understandably apprehensive when we slipped Gremlin's *Team Suzuki* into his in-tray.**

Imagine a flight sim where you actually 'fly' a motorbike and you're there, really. *Team Suzuki's* got solid 3D graphics, infinitely-variable viewpoints (ranging from a sensible over-the-handlebars one, through a slightly dubious up-the-rider's-bottom one to a completely useless underneath-the-bike-looking-upwards one) and all the other things that normally only pilots have to worry about. All, that is, except a plane.

Instead you'll find yourself astride a throbbing Suzuki motorcycle with any one of 16 race-courses beneath its wheels. Ahead of you (assuming you've qualified in last place) are seven other suspiciously similar-looking bikes. The lights go green and they're off! Wondering what hit you, you cautiously try giving the throttle a twist and whomph! You're off too. Oh no. Oo-er. Eeek! Buildings zip by on either side, bridges hurtle past overhead and your breakfast streams out behind you. Do people really do this for a living? But what's this? A corner? Ah... Predictably you take it too fast, swerve off the road and cause 14 per cent worth of damage. (100 per cent and you're out of the race, fact fans.)

WHAT'S WHAT

TITLE	Team Suzuki
PUBLISHER	Gremlin
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now



ST

Jonathan: I have to admit to being a sucker for anything with filled-in 3D graphics. If they're fast and smooth, so much the better. And if they're coupled with what must surely be one of my very favourite types of game of all (the driving game), well then we're really talking. *Team Suzuki* has all this and (unlike other recent Gremlin games) I found I had its name committed to memory in no time at all. Two words are definitely enough for me. The trouble is, though, the controls. At first I found myself wobbling all over the place, mainly due to the fact that you need to clear an eight foot square area of table to fling the mouse about in. Although I got better with practice, I never got to the stage where I was really happy with the way things were working.



You hoo! Behind you!

Team Suzuki definitely isn't *Indianapolis 500* – a game it's obviously taken a long, hard gander at. (I checked the box very carefully.) But it represents a minor triumph for Gremlin and, although it doesn't exactly set the pulse racing, I was rather taken by it.

HASSLE FACTOR: 0
Unless you include those wibbly, wobbly controls.

GRAPHICS 90	ADDICTIVENESS 75	OVERALL 81
SOUND 58	EXECUTION 80	

AMIGA

Paul: Oh dear, motorbikes. I'm not very good with them. Even keeping my balance on a push bike is frequently beyond me. This might explain why I seemed to spend most of my first 20 minutes on *Team Suzuki* sliding from one side of the track to the other.

However, after lots of practice and watching more skillful players than myself coming to grief, I decided it wasn't just me being crap (though it was partly that) but the fact that the game is flippin' hard – with the joystick it's flippin' impossible. If you're the sort of show-off who finds most driving sims a piece of pistachio then this will be a bonus. However Metro drivers might be somewhat put off.

As well as the difficulty, I've also got slightly mixed feelings about the graphics. On the plus side they're very smooth and very fast. The way the scenery moves in relation to your bike is excellent. Your own bike, well what you can see of it, is impressively coloured and detailed. However the other vehicles on the track are a bit... erm... basic. They're okay but they'd look more at home in a flight sim. Rather spookily none of the bikes have riders, which doesn't seem to stop them winning.

Team Suzuki is an exciting, fast game which might be a little bit too difficult for its own good. However, it's a creditable addition to Gremlin's increasingly impressive collection of racing sims.

HASSLE FACTOR: 0
The only hassle is hanging on.

GRAPHICS 87	ADDICTIVENESS 83	OVERALL 84
SOUND 70	EXECUTION 85	



Doo dee doo doo... The riders have now entered the non-existent zone...

review

PRO TENNIS TOUR II

The Derby, Ascot, the boat race, the varsity match, Wimbledon... all vital engagements in the social life of a toff like *Lord Paul Lakin.* Who better then to review Ubi Soft's *Pro Tennis Tour II*?

Tennis heh? Not the sort of game to make the hearts of the yeomen of England swell with pride. Let's face it there are small creatures crawling round on the bottom of the ocean that are better at tennis than any of our home grown 'talent'. Ubi Soft's *Pro Tennis Tour* was as impressive a sim as England are inept a Davies Cup team. A year or so later the sequel is here with more options, more competitions and even more playability than its predecessor.

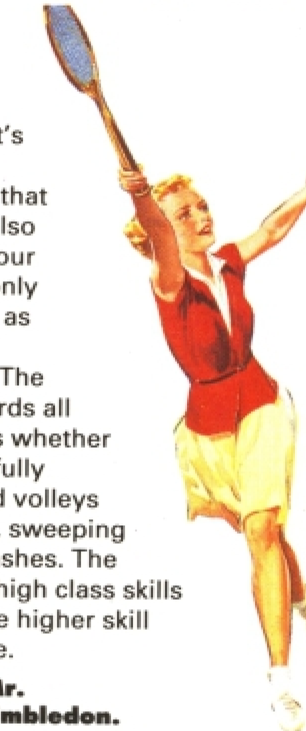
The game allows you to choose your surface, your competition and even your gender (rather confusingly the manual says that "you can only choose between a masculine or a feminine player. In the future other players will be waiting for you... " Yikes! *Pro Tennis Tour III* – the first hermaphrodite tennis sim).

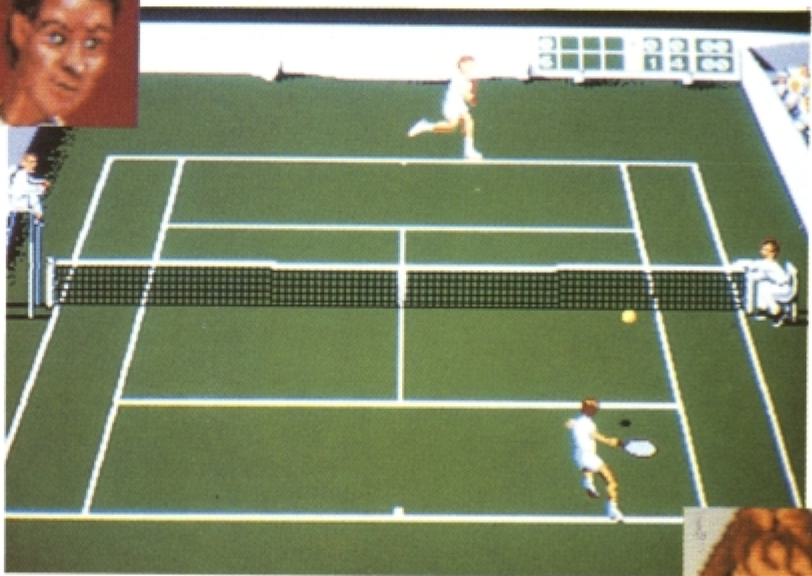


The man they call Mr. Wimbledon, Fred Wimbledon.

There are also two levels of difficulty. On 'Junior' you only have to worry about the timing of your shot, the computer will make sure you're pretty much in the right place at the right time. On 'Average' things are somewhat more tricky. Fear not though, before throwing yourself into the trials and traumas of a fully blown competition you can come to grips with the game by playing a friendly or even using the ball machine.

The more practice you have, the better you get. OK so that's a bit of a truism – however, in *Pro Tennis II*, it's not only your playing ability that improves, its also the ability of your player. (Oh if only my tennis was as smooth as my writing. Sigh.) The computer records all your successes whether they be beautifully timed forehand volleys or immaculate, sweeping back hand smashes. The more of these high class skills you pull off, the higher skill rating you have.







Una Sturdy, the only Wimbledon winner to also be a champion sumo wrestler.

Once you've mastered the skills of the game, you can play your way through a whole year of tennis selecting those tournaments that you want to enter from your year card. If tournaments are not your kind of fruit then there's a two, three or even four player head to head(s) option. Three player option, you ask? What's the point of that, you ask? Well, it's so you can put all those "Come on I'll take two of you on at once," sort of people in their place and serves 'em blimmin' well right.

WHAT'S WHAT

TITLE	Pro Tennis Tour II
PUBLISHER	Ubi Soft
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out Now

AMIGA

Paul: I'm not one of the world's great tennis fans. I'm not really one of the world's lesser tennis fans. In fact to be honest I don't really like tennis at all. Which doesn't explain why I keep sneaking into the games room for another bash at *Pro Tennis Tour II*. It's like Wimbledon all over again "I'll go and do some work after this set. Well perhaps after the next one. Good heavens, is that the time?"

Well it's not exactly like Wimbledon. I only keep watching that when the alternative is something less pleasant, rubbing lard on the cat's boils for instance. I keep playing *Pro Tennis Tour II* because... well, I really enjoy it. Alright I confess, call me Boris if you like.

Without beating about the bush *Pro Tennis Tour II* is the best tennis game I've seen on the 16-bit. The graphics, sound and animation are all very good, though falling slightly short of excellent. However, it's when you stop looking and start playing that *Pro Tennis Tour II* really comes into its own. It gets the balance between challenge and playability just about right. Although serving takes a while to get to grips with, you're soon able to get involved in fierce contests. (Though it's a time before you actually win them.) The more you play the more you learn to control the direction, height and power of your returns. This particularly hots up the 2, 3 and 4 player options where there are more rallies than in a Uncle Bloggo's 'Hot' Bike shop.(*That's 'Raleigh' fool. Ed.*)

As well as the multi-player option the other impressive option is the change in playing surfaces. Although not the first game to offer this choice, it is the first in which the different surfaces noticeably affect the play of the ball. *Pro Tennis Tour II* has all the excitement of tennis without having to wear a crap T-shirt or shake hands with Princess Michael of Kent.

HASSL FACTO
Less hass than mix doubles.

STOP

GRAPHICS	87
ADDICTIVENESS	87
SOUND	87
EXECUTION	80
OVERALL	88

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review

DRAGON'S LAIR II
TIME WARP



Dirk The Daring is back, Daphne The Dippy has been kidnapped (again!) and Mother-in-law is as mad as hell! *David Wilson* waggles his joystick till he's Bluth in the face over the latest *Dragon's Lair* instalment. Blimey!


And don't come back till there's more gameplay, less disks and less spondulicks!

Just as the original *Dragon's Lair* caused riots in arcades everywhere with its laser disk technology, so the home computer conversions caused a similar rumpus er... in homes. If you're unfamiliar with the *Dragon's Lair* games, um... basically they're interactive cartoons from the animation studios of Don Bluth (he of *All Dogs Go To Heaven* fame). The whole tale of rescuing Princess Daphne from an evil dragon runs as a slickly animated cartoon where the program packs different cartoon outcomes for its hero Dirk The Daring. You control him in so far as you poke the joystick in the appropriate direction at the appropriate time. Do this successfully and you'll see the cartoon continue – fail and you'll watch your animated demise.

Well, after the euphoria of the first *Dragon's Lair* game had died down, we all concluded that the graphics and animation were beautiful (best appreciated as a spectator rather than a games-player) but with the super high price, the large numero of discos and consequent accessing, (and the fact the game could be finished after a solid day's playing) it was decided that perhaps *Dragon's Lair* wasn't so skill after all. *Dragon's Lair* was followed by *Space Ace*, then *Escape From Synge's Castle*, and now *Time Warp*. Has Readysoft got it right at last? Let's do the *Dragon's Lair* again! (*It's just a jump to the left, then a step to the ri-hi-hight. Ed.*)

WHAT'S WHAT

TITLE	Dragon's Lair II: Time Warp
PUBLISHER	Empire
PRICE	£44.95
FORMAT	ST/Amiga/PC
RELEASED	Out now

David: The sheen of Don Bluth games paled for me when I saw Bröderbund's *Prince Of Persia*. Excellent animated routines over which you had an impressive amount of control, bucketfuls of gameplay, on a single disk at a sensible price – it seemed as if Bröderbund had cracked the 'if only we could do a game with Bluth-style animated graphics but with oodles of gameplay' conundrum. Well, Bluth games have come back with the next instalment in the *Dragon's Lair* saga, converted by Canadian developers, Readysoft.

Hassle Factor: 2
Although reduced in length there's still loads of interruptions, disks and dosh.

The first thing that struck me was that *Time Warp* is for a 512 ST. This format usually appeared yonks after the 1 Meg versions and suffered as a result of the cropping. *Time Warp* is still on six disks but the accessing breaks have been cut significantly. Graphics are up to the usual high standard but the second striking thing is the use of sound. Not only do you now have the slick animation but also nifty sound and loads of digitised cartoon speech. Readysoft has now chosen to remove the 'easy' options of five lives and 'help arrows' – erm... so although you can't finish the game as quickly, it's almost too frustrating. You don't know whether you're pressing the incorrect joystick command or the correct command at the wrong time. Egad.

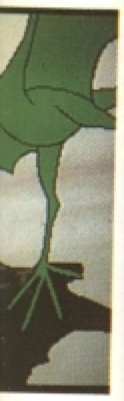
Still the essence of the game comprises 42 'scenes', each of which involves a number of four joystick moves. Since the game only recognises five joystick moves up/down/left/right/fire its only a matter of time before you'll suss these out. And as you crack each scene you'll progress through relatively easily



(there's a save game option too). *Dragon's Lair II* is the sort of game you want to be challenging, so for £45 you deserve more longevity. It's a valiant attempt but I can't avoid coming to the same conclusion as with the earlier games. Superb graphics and sound, hampered by frustrating gameplay with limited interaction and longevity – and frankly this doesn't justify its hefty price tag.

GRAPHICS 90 · ADDICTIVENESS 85 · SOUND 89 · EXECUTION 80 · OVERALL 70

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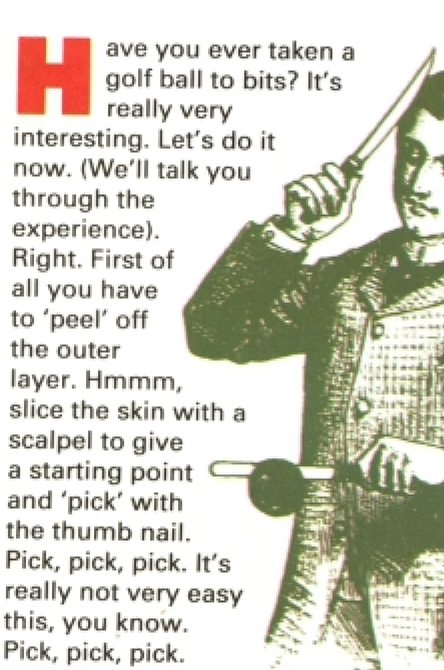


review

LINKS

ZERO HERO

Here's a word that'll have 50 per cent of ZERO readers running for the toilet... Golf ("Whaaaaaahh!" – lots of readers). Yes, it is a bit of a boring game, isn't it? But luckily *Duncan MacDonald*'s even more boring than golf, so we thought he'd appreciate the finer points of *Links*, the latest sim of the sport from Access.



Have you ever taken a golf ball to bits? It's really very interesting. Let's do it now. (We'll talk you through the experience). Right. First of all you have to 'peel' off the outer layer. Hmmm, slice the skin with a scalpel to give a starting point and 'pick' with the thumb nail. Pick, pick, pick. It's really not very easy this, you know. Pick, pick, pick. Crumbs, it's not easy at all. Pick, pick, pick. (Two weeks later). There, just one last bit – pick – ah, got it. Hoorah! Now for some kip. (The next day). Yawn. Right, where were we? Oh yes, the golf ball. Okay, the skin's off and now there appears to be a sort of rubber band thing. What looks like a rather long rubber band thing, in fact – all wrapped around itself. Time for a bit of unravelling, then. Unravel, unravel, unravel, unravel. Phew. Unravel, unravel, unravel, unravel. Hey, this is one 'real mutha' of an elastic band... the more of it you remove, the more of it there seems to be. Unravel, unravel, unravel, unravel. Unravel, unravel, unravel, unravel. (Eight months pass).



At last! Celebration time! The elastic's off – and at four light years long, it's a record breaker. All that's left is a little squidgy ovoid, about the size of a ball bearing. *(Or one of Macca's testicles. Ed.)* Let's slice it open and see what's inside. Slice. Squirt. Blimey – flour and water paste! So there you have it. A golf ball has three layers. Plastic, rubber, and what appears to be a rather useless type of glue that they don't even use on *Blue Peter* any more. But what's taking a golf ball apart got to do with the actual game of golf, and more importantly, this simulation? Well, quite a lot, in a funny sort of a way – i.e. it's very time consuming: it isn't exactly 'blast a second' action. It's sort of rather boring really. (Except – da da – it isn't't!)

THE SUDDEN TURNAROUND

So, why is it that a game which looks totally dull in theory ends up being totally brilliant in practice? Simple. It's the infinitely varied gameplay. Every time you play a game of golf, something different and 'unexpected' will happen. In a shoot 'em up, once you've had your fun killing the end of game monster for the first time, there's little reason to go back and start again. You've memorised all the attack formations from level one onwards, after all (otherwise you wouldn't have got to the final screen). However, in a golf game there is no 'end'. Each 'sortie' has a different climax (unless, of course, you're 100 per cent accurate in your timing and judgement, 100 per cent of the time – which is impossible). *(Margaret Thatcher would have disagreed. Ed.)* Golf games (if they're good golf games) represent probably the best value for money you can get – given the fact that, even when you're bored sick of all your other games, you suddenly find yourself thinking "Hey, I haven't had a good game of golf in ages!" So you get out the golf for the umpteenth million time. Another good thing about golf games is that they're great for 'gambling' on. Naughty it may be, but there's no better feeling than having nine quid taken off you by someone who, on the day, had the faster reactions. *(This bloke's mad. Ed.)*

POWER METERS

The control method in golf games is now pretty much standardised. Everybody 'does it their own way', but when you pull out all the stuffing there's not a lot of difference. There's the marker that you point in the direction you'd like your ball to go once you've hit it, the club selection bit where you select the right stick for the job (or the wrong one if you're crap), and the power meter – which is where you either stand or fall. It's basically a reaction test. And the better your reactions, the more tempted you are to 'go for it' – but at the same time, the more you 'go for it' the more drastically things will go wrong if you faff up. Here's the *Links* powermeter:



GOLFIN[G]

A QUICK GUIDE TO THE LANG[UAGE] OF TH[E]



BIRDIE ***vt/ buhdi:*** **Affectionate, if slightly patronising, name for the dumb blonde who presents the trophy at the end.**

BOGEY ***n/'bohgi:*** **Silly word invented to brighten up the lives (and copy) of bored journalists trying to write about golf. (See also Golfing Trousers)**

EAGLE ***n/'eegl:*** **Large bird of prey often found over Scottish golf courses. Fairly harmless unless it decides to relieve itself whilst flying above your head.**

CAN I HAVE A TEE PLEASE, BOB?



1 Top: gives you an overhead view showing the position of your ball, the hole and the great distance between them.

2 Drop: the cowards' way out. Faced with the prospect of an eight mile putt from a suet lined bunker in a cross wind of upwards sixty five mph you can just throw in the towel and go back fifty feet.

3 Lie: what you do in the bar afterwards. "Got a birdie on the second, an eagle on the third and fourth and went round the whole course in 8 under." Er it's also a digitised close up of your ball's position.

4 Set up: the chance to make subtle little adjustments to the positioning of your feet, the angle of your club and the check of your trousers.

5 Address: a chance to make a series of feeble jokes about postal districts or take a practice swing at the ball

6 Rotate: move round the ball to get a more direct shot at the lake.

Okay, you've selected your club for your opening shot, aimed your marker in the direction you want the ball to go, and now it's time to swing your thang. Hold down the mouse button and a solid bar will 'rise', in an anti-clockwise direction from position (a) to position (e). At any point, releasing the mouse button will designate the power of your shot. Release it at (c) and you'll probably clear eight or nine inches. Release it at (d) and you've given it "maximum safe power". Release it right at the end, at (e), and you're going for a mega-thwack. But there's a 'but'. And the 'but' is this: you have to hit the mouse button again as the bar drops back, and you have to hit it exactly as it reaches position (b). If you don't click in time (if you're early or late), your ball will go in unusual directions. Directions you hadn't counted on in your "Take Over The World By Being A Brilliant Golfer" masterplan. And the more into the red you've been, the worse it is. Bah! (The bar, incidentally, drops back at about three zillion miles per second – so, if you've been 'clever' and gone right to the end of the red zone, you don't have a lot of time on your hands for anticipation – the unit of time involved is akin to the half life of an x-particle: we tried to time it and nearly ended up in another dimension).

WHAT'S WHAT

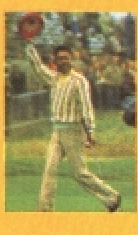
TITLE	Links
PUBLISHER	Access/US Gold
PRICE	To be announced
FORMAT	PC/ST & Amiga
RELEASED	Out now/soon

GLOSSARY

OF THE LINKS, COMPILED BY T.OFF.

GOLF CLUB *n:* Group of rich, well-oiled members of the local Conservative party who like to dress up in silly clothes and drink large amounts of Gin and Tonic.

GOLF CLUB *n:* (The other one); A large stick with a knob on the end. Occasionally used for hitting the ball but more often for digging up the course.



TEE *n/tee:* A small bit of plastic to balance your ball on. It gets its name because of its remarkable resemblance to the letter 'I'.

PC

Dunc: Look at those graphics, eh? Great, aren't they? And what's more, seeing as they don't move, I can safely say "what you see is what you get". Mind you, there are some things that do move: the golfer as he takes his swing for instance – and the ball as it flies away and bounces to a halt somewhere. (Normally in a tree as far as I'm concerned.) The golfer's animation is fine (not that you really notice it when playing your own shots), but the ball is something else: as you soon realise when viewing an action replay from the point at which it landed (á la *PGA Tour*). Hit a concrete path and it'll bounce high, a lot, and for quite a distance. Hit an angled bank and it'll go flying off in the sort of direction that'd please Isaac Newton no end. Hit a sand bunker and it won't bounce at all. Get to the green, putt punily up a hill, and your ball may well roll back down again (very convincingly). Actually, while talking about the putting, it may be a good time to say that (with the exception of *Jack Nicklaus' Greatest Eighteen Holes*) most golf games don't quite 'gel' when you get to this department. It's as if the long range game is sort of slightly different to the short range game. Not so here. The fluidity of moving from a 136 yard eight iron shot to a 33 foot putt feels as natural as walking into a chip shop and asking for a pickled egg. No faffing around with graphs and things, because you can see what you've got to do with your own eyes (er, and with the optional grid overlay superimposed on top of the green, that is). There is one totally unique addition, and that's the marker (or the aiming icon or whatever you care to call it). In *Links* it's not a dot – it's a ten foot tall pole (insert racist joke here).

As with any static pseudo 3D representation, every so often you think "Eh? Is that tree really that far away or is it just a titchy one?" Well, move the pole into the 'distance' and find out (it gets proportionally smaller, you see – and it tells you exactly how far away it is, too). Mind you, there's also the rather nice overhead map to call up if you're still none the wiser.

Onto the Gameplay then... oh the gameplay! It just oozes out in buckets. Talk about being just like the real thing. Here's a rather good comparison. I'm exactly as bad at real golf as I am at this. *Exactly.* That's realism for you. If you like getting into all the nuances, then don't fret, 'cos they're there too – you can change all the settings from your stance to ball address and so on. Oh, and there's some digitized speech as well. Get a one under par and an American voice announces "Hey, nice bird!" (which'll flatter your girlfriend if she's in the room, so she'll be happy too). Everyone's a winner!

HASSLE FACTOR: 6
The screens update with glacial stealth.

THE VERDICT

G	GRAPHICS	93
S	SOUND	90
A	ADDICTIVENESS	93
E	EXECUTION	93

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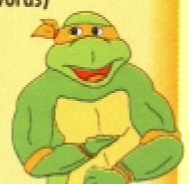
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UNDER WRAPS

HEROES OF THE 357th



"Over sexed, over paid and over here" went the cynical diatribe against the wartime 'occupation' of Brit by the Yanks. "Over fat, over stupid, and still over here" might be our motif these days. *David McCandless* has always loved the way Americans say to you, "Gee, I love your accent."



Algy heaved a huge sigh of despondency and dabbed a morsel of mousse on the corners of his big, black, bushy moustache to keep it sticking up. He was perturbed. There were some strange new arrivals on base. They didn't play badminton, they didn't have tea at 11 o'clock sharp, and, worst of all, they called their Rich Tea biscuits 'cookies'.

Suddenly, Brad Kowalski burst through the mess door and wrenched a huge cigar from the breast pocket of his brown leather flying jacket. The tail end of the Havana caught Barters square on the temple, killing him instantly. "Arg," exclaimed Barters phonetically. Algy leapt to his feet and advanced on the fat bearded American with the less than kosher complexion, tripping over Barters' dead body. "Oh, so you're one of those new fangled 'Americans' I've been hearing about, eh?" he spat viciously.

"Yeah," Brad drawled, salivating madly.

"By golly," Algy riposted, drooling like a rabid dog, "you've got a lot of spunk for a Johnny Foreigner!"

"Yeah?" Brad hissed, a torrent of spittle gushing from his mouth. "We – goddamit – are the 357th flying group of the 375th squadron. Yessir. So you can take your goddamn 'Johnny Foreigner' crap and ram it up your..."

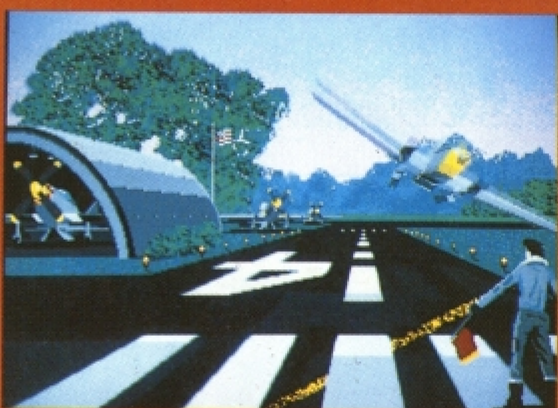
At that precise moment, the air raid siren blared. Algy leapt off to defend inland locations, while Brad jumped up to experience "the exciting and meaningful, unparalleled battles, to taste the coppery flavour of danger and the thrill of victory that typified North West European raids by the heroes of the 357th Air Corp". Oh yes.

What it boils down to, in fact, is yet another vector-graphics based World War flight simulator. After *Wings, Their*

"Well, it looks like our Jerry Johnnies are going to have their sausage-eating faces well and truly spanked now that our wonderful Atlantic cousins, the Americans, are headed over here to father our future generations and give Boche a good old Yankie kick up the 'butt'. 'We love 'em,' says Mrs. Margaret Broadlea of Bottisham. That's the spirit, Marge."



"And these are our boys being briefed: 'Now boys,' says the chirpy flyboy, 'here are your targets, rotating in fashionable isometric vector-based three dimensional representation.' Er, and what do our spunky soldiers think of that. 'Hurrah!' they chorus. 'I'm really proud of them,' says Marge Broadlea of Bottisham. Well done Marge!"



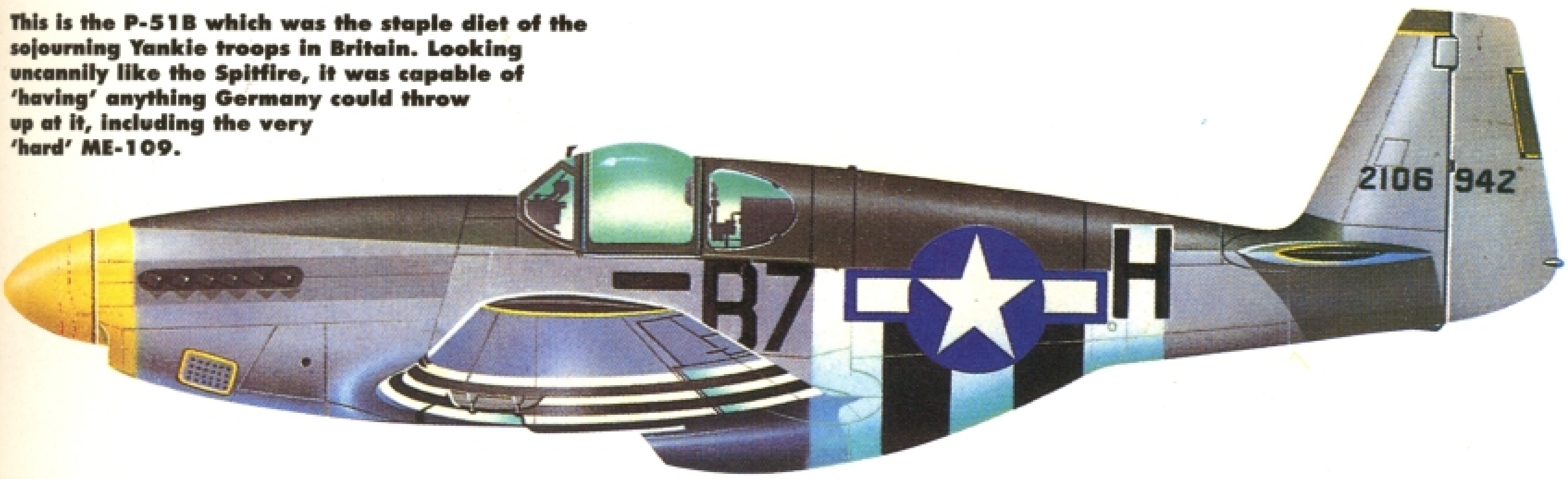
"Yes, here our lovely lackies are taxiing for a jolly Yankie take-off. Note the number of planes here. Our new boys don't fly alone, oh no, not even in twos, but in threes. So they can give the Boche an extra special triple thrashing. "It's just an aesthetic animation sequence," says Mrs. M. Broadlea from Bottisham, Cambs. That's it – keep it up 'M'!"



"And there go our great American amigos, flying emblematically into the horizon. What fine chaps they are. 'That's not the only one of the in-flight views,' says Mrs. Broadlea – who as you know, lives in a small village outside Cambridge. 'You can have chase, strafe, front and moving views.' Thank you Mrs. Broadlea and keep your pecker up!"

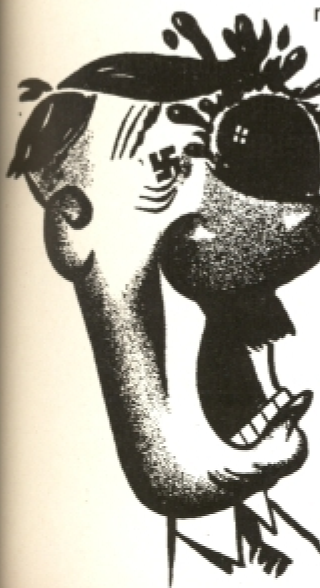


This is the P-51B which was the staple diet of the sojourning Yankie troops in Britain. Looking uncannily like the Spitfire, it was capable of 'having' anything Germany could throw up at it, including the very 'hard' ME-109.



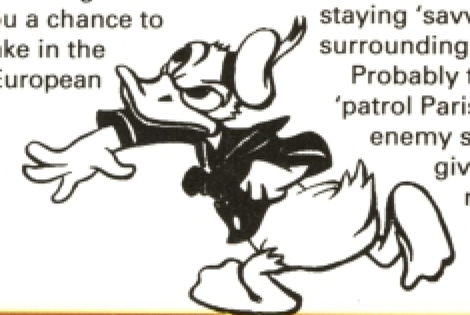
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Finest Hour, Knights Of The Sky, the forthcoming *Reach For The Skies* (alias *Battle Of Britain Jubilee*) and rather brilliant *Secret Weapons Of The Luftwaffe*, comes a chance to take part as the real saviours of the war (hem) – the *Heroes Of The 357th*. These brave men spent most of the summer of 1944 foraying across France and Germany in their P-51 Mustangs. *Heroes* gives you a chance to take in the European scenery with a choice of 39 missions, designed from original US War Department records.



LES MISSIONS (WHO HE?)

Some missions will place a real emphasis on flight-stick skills. Instead of blindly swooping down on the enemy and giving Fritz what-for with your machine guns, you'll be required to 'escort' big fat B-24 bombers. These lumbering beasts head for munitions factories and oil tankers while you float about, ready and willing to intercept enemy fighters. The difficulty is keeping in formation with these bombers and staying 'savvy' to your surroundings.

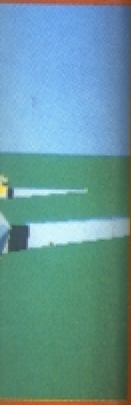


Probably the best mish is the 'patrol Paris and shoot down enemy squadrons' one. It gives you a chance not only to perform magnificent stunts around the landmarks of gay Parie (a quick loop-ze-loop through the Arc De Triomphe or a swift Immelmann-turn among the rivets of Le Tour Eiffel) but to also kill the odd French person. You could perhaps risk a quick strafing run on Cafe René, and hopefully blow up a few of those sad, unfunny characters. You know the ones, the old granny that sees "ze flashing knobs" (hah), the policeman that says "God Moaning" (arf), and the camp German who wants to feel feel René's bouteille (snigger) *every single episode.* STOP

WHAT'S WHAT

TITLE	**Heroes Of The 357th**
PUBLISHER	**Electronic Arts**
PRICE	**To Be Announced**
FORMAT	**PC/Amiga possibly**
RELEASED	**June**

AD'S ARMY ★



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"Who do you think you are kidding Mr. Hitler/If you think we're on the run. 'Isn't Clive Dunn dead?' asks Margaret from Cambridgeshire. Not yet, Margaret. In the meantime, that bile-coloured arrow shows us the route taken by our American buddies as they fly over the British channel and into Frogland. Watch out for the garlic, boys!"



And here we take a look inside our favourite American chums' cockpit. 'This is ma temple,' says airman Brad Kowalski. Well, tell us what everything does then Brad. 'Yeah, well, this is the joystick, that's for moving the bird, and these knobs and dials, well, yeah, they kinda rotate and spin from time to time.' Thanks Brad, and good luck!"



" 'Here's a little something we learnt off our Japanese adversaries,' says Brad (RIP) as he flies into France's most famous landmark. Well, we can sleep safely in your beds tonight, Britain, knowing that these American airmen are protecting our soil. Let's leave the last word to Mrs. M. A. Broadlea of Cambs: 'I'm pregnant!' Well done Ma'am."

DOSH EATERS

London's Olympia was recently the venue for the Amusement industry's annual trade show and *David 'I've got a bag of ten-pees and I'm not afraid to use 'em' Wilson* was there to check out the latest models. (Well, it's better than working.) (Or Woking for that matter.)





And tonight's contestants on Mastermind are both civil servants...

Just as the home computer crowd have their annual shebang in the capital in the form of the PC show (or the European Computer Entertainment Show, to use its new moniker), so the coin-op world has a similar get together under one roof to tout their latest wares. You're probably all bored to bits with me telling you how little originality there's been in the arcades over the past few months, but a cursory glance around Olympia convinced me my gripes were justified.

Everywhere you looked, there were sequels and downright rip-offs – Sega had cloned Taito's *Space Gun* and produced an *Oppo Wolf* alien-shooter called **Laser Ghost**, and Capcom had only **Street Fighter II** (the sequel) and **Carrier Airwing** (the *UN Squadron* lookalike). Sega has produced quite an exciting little Wild West shoot 'em up number called **Blood Brothers** but it's basically Taito's *Cabal* in disguise. It lets two players – a cowboy and an indian – mow down hordes of Western baddies including some in airships(?). And Namco's **Fourtrax Racing** (the trike moto-cross game where up to four coin-ops were linked together for multiplayer competition) and Taito's **GWP** – both of which were mentioned in our show report last year – are still being touted one year later! The temptation of revamping tried and tested formulas rather than thinking up something new is obviously quite strong.



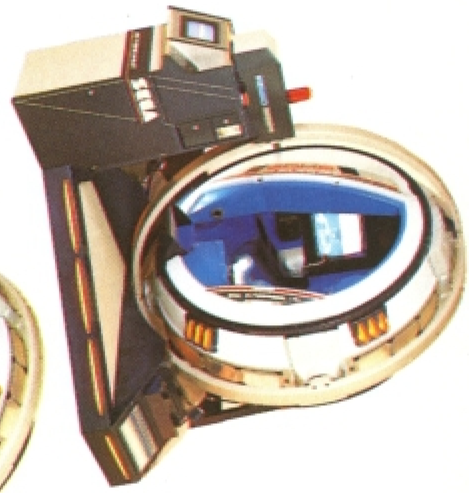
Mad Dog McRee – the world's first interactive video Barn Dance simulator...

Another arcade formula that I remember playing about ten years ago was a light-gun game with a Western theme. Atari games had one of these on display under the name of **Mad Dog McRee**. Okay, so now it's completely state-of-the-art, but it's still an old idea (so nerr). *Mad Dog McRee* puts you in the role of a gunfighter in the Wild West. You stand by a small console in which your pistol is holstered, in front of a large screen monitor. On this runs a video of various scenes – a bank robbery, a small town gunfight etcetera, with actors playing the various roles (to the high standard we've come to expect from Doctor Legg). It operates rather like a Don Bluth game – the whole video runs and at various points you have to interact with it. Make the right move and the video continues, fail and it initiates an end sequence.

Atari's stand was dominated by several versions of **Race Drivin'**, the sequel to 88's hit *Hard Drivin'*. Most striking was the 'Panorama' version which features three screens representing the front view from the driver's seat, as well as the two side views on either side of you. Other versions look much like the original at first glance until you realise you're suddenly being offered four different cars on four tracks. A single loop? Thing of the past! The all new Super Stunt Track features a corkscrew, a jump loop, a windy uppy downy mountain road and at least two whole cows! There's also an Autocross track complete with pace car and lap timer and a 'Buddy Race' where players get to compete against each other and the clock. In addition to all this, Atari claims that it's improved the handling. Sadly, although you do get to race other cars and 'buddies', it seems that all the innocent road users have been left out. Ho hum. (At least there are more cows.)



Oh no – doo de doo doo – this road is about to enter the 'quiff' zone...







▼ Never in the field of human vomit has so much been done to so many by so few...

There was innovation to be found at the show, however, not least in the field of cabinet design. Er... but even then it would be nice to see new games in them. Sega was showing off its incredible **R360 SDMS** (that's Servo Drive Moving System to you). This is the much discussed arcade 'cabinet' that allows full 360° triaxial movement. You sit strapped into the centre of this large, oval

'cockpit' with the joystick in hand and the game screen in front of you. The first game fitted into the R360 is Sega's fly-into-the-screen shoot 'em up **G-Loc**, and as you climb, dive, perform barrel rolls or double inverted loops in your F-14, so the cabinet turns you up, down and upside down. Not the sort of game to play if you're prone to travel sickness, or if you've got pocketfuls of loose change and keys. Still, it's a novel addition to the arcade scene that could take flight sims to a new level of realism. Taito was displaying a video of its own version of this new cabinet, called the Taito **D3-Bos** or Dynamic, also offering 360°



A game for the *Rampart* hetero-sexuals of the coin-op world...

triaxial movement but able to seat two people! The shape of things to come?

Anyway, back to the games and still with Atari, there was a new three player strategy puzzler called **Rampart**. Set in Medieval times, the game comprises two distinct segments; the first where players get to build their castles and place catapults, and the second where they actually battle it out. Fail to annihilate your opponent in the first round and there'll be another quick rebuilding segment. Not surprisingly, it's come from the designers of *Cyberball*. Williams, the manufacturer that originally made its name with pinball machines, had the brilliant if rather gory **Smash TV** on display. It's a completely mad future television game show where contestants run around various parts of a TV studio. They have to collect prizes ranging from 'a luxury vacation' to 'a 2600 inch colour television' whilst defending themselves from hordes of baseball bat wielding thugs, tanks, gun emplacements and robot Santas that explode into a shower of deadly shrapnel! Ocean has already announced the licence to convert this to home computers and it's expected in the second quarter of this year.



San Francisco – city of rolling hillscapes, butch policemen and coin-operated ice cream vans.

Sega was also exhibiting its answer to Taito's *GWP*. It's called **GP Rider** and since it's from the guys who brought you *Super Monaco GP*, it's pretty damn smooth. It too incorporates the linking capability that lets players race each other head to head. Whilst still in a driving frame of mind, Sega also had **AB Cop Air Bike,** er... which is fairly self-explanatory, and a rather groovy *Powerdrifty* sort of trans-America racer called **Rad Mobile**. As well as racing several rivals across state-of-the-art graphicscapes, there are other road users, lorries and cars to avoid. As well as an accelerator and a brake pedal, the cabinet incorporates buttons to switch on your headlights for night driving and wipers for bad weather. Pull out to pass a vehicle while another road user is heading towards you and he'll flash his headlights at you! It's bound to go down a storm with driving game nuts.

Still on the driving theme, there were several versions of Jaleco's **Cisco Heat**, a crazy race up and down the streets of San Francisco in police cars, and also Konami's **Overdrive**, a sort of stunt car race on normal-ish roads. Konami also has a golf offering called **Golfing Greats**, whilst Taito is 'on a par' with its latest, **US Classic**. Other sporting titles include Konami's **Rollergames**, a roller derby beat 'em up not dissimilar in theme to Cinemaware's forthcoming *Rollerbabes*, William's ice hockey spectacular **Hit The Ice**, and a rather crap horseshoe throwing title called **Shuuz** from Atari. Oh dear.

Let's finish with the latest news on the adventure beat 'em up front, and here are my two favourites from the show. First off, there's Taito's action-packed and environmentally friendly **Growl** on display. *Growl* lets you take the role of one of four 'heroes' from an Indiana Jones type to a geezer like Murdoch in the *A-Team*. Pitted against you are squillions of bad guys, mainly poachers, hunters or other animal abusers. Free animals from their cages and they may reappear and help you out – when a bad guy confronts you in a tank and you think your number's up, an elephant charges on and trashes it! Hurrah!



***Rad Mobile*: and we thought it was a game about making trendy, hanging decorations...**



The face of dentistry in the year 2120?

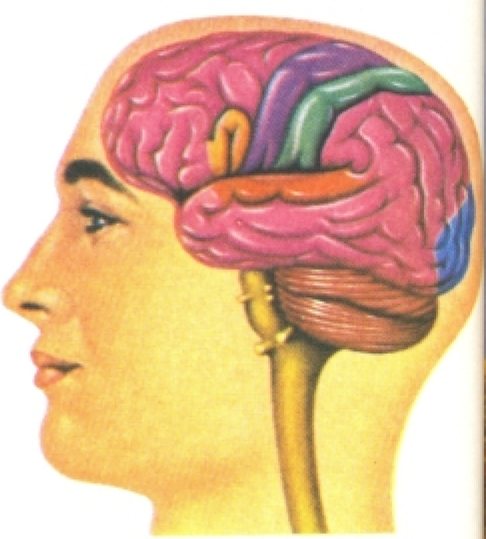
Second off, there's Data East's **Edward Randy**, suitably subtitled *Cliff Hanger*. The whole adventure is a sort of Indy-type romp set in the 1930's, and starts with a huge beat 'em up level where you have to jump from biplane to biplane, knocking all the bad guys off the wings. (Someone's obviously been watching *Flying Down To Rio*.) Huge end-of-level nasties add to the excitement. Watch out for both of these in an arcade near you soon.

And that's it really, a fairly exciting bundle all in all. Nothing mind-shatteringly new on the games front, but inspiring developments on popular themes and stomach-churning advances in cabinet technology. Anyway, one thing's for sure – there's some great material out there, not only promising fun in the arcades but also as future home computer hits... STOP

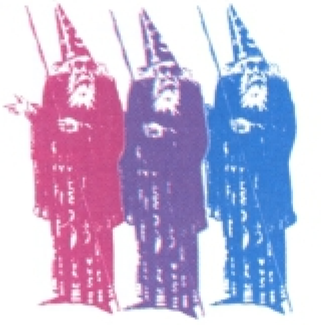

GO WiLd!
TOKI
No ugly wart-nose is
nna make a monkey out
me! But that's just
at that witch has done -
e minute I'm the mighty
ki and the next I'm having
eakfast delousing my armpits, I can't
lk a step without tripping over my
uckles and, oh, there's an overhanging
e - time to swing out sister! But my
oken heart is going ape. My beloved
ho (I can't wait to share a banana with her)
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t to regain my manhood - until then
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review

BRAIN BLASTERS



It's a puzzle game, it includes three wizards in a rock band and it comes from France. So we bet *Paul Lakin* £5 that he wouldn't be able to review Ubi Soft's *Brain Blasters* without using the word 'weird'.

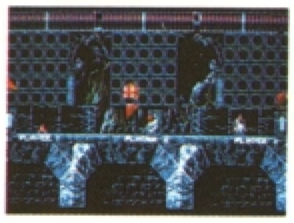


The basis of all successful puzzle games is simplicity and at its core *Brain Blasters* is a 'simple' memory test. Ah, but when was anything in this life simple, except of course Dave Lee Travis? Moreover, when was a game from France anything other than unusual?

The scenario (and when did a puzzle game last have a scenario?) of *Brain Blasters* involves a 25 level quest to get a magic bowl or to raise huge amounts of money by competing against a range of opponents. The quest is overseen by a priest called Oliunidisgold who growls out some rather unpriestly phrases such as "Hey guy, you got it" which is hardly C of E is it?



A Wizard rockband – but where's Roy Wood?



But enough plot, on with the game. Before each level of the competition you get to look at a pattern of colours and shapes arranged on a grid. Meanwhile a band of Wizards lay down a fairly nifty little riff. Having committed this to memory, (the pattern not the music) you go into action. The grid clears and things start dropping from the sky. Not rain, not cats and dogs, not even a pigeon's dinner but shapes and things. These have to be grabbed and put on the grid in the right place. Easy, isn't it? Except of course you've forgotten what the pattern is by now, haven't you? You weren't concentrating, were you? Thought you were a bit smart, didn't you? Fortunately there are various helpful bonuses such as jokers, which automatically become the right shape, and a memory boost which gives you another look at the correct pattern. There are also some less helpful packages which explode in your face making an ex-wizard of you.



As well as racing against the clock, you can compete against another player or, if you fancy real chaos, there's a mad mode. This allows three players to rush round swiping each other's pieces, cribbing each other's patterns and all going home in tears. Gambling is also an option, though not one that a serious, mature and responsible magazine like ZERO would in any way encourage. *(Hmm, I wouldn't bet on that. Ed.)*

WHAT'S WHAT

TITLE	Brain Blasters
PUBLISHER	Ubi Soft
PRICE	£19.99/£24.99/£24.99
FORMAT	ST/Amiga/PC
RELEASED	ST and Amiga March/PC May

S T

Paul: We all know what to expect with a puzzle game, don't we? Quite a few shapes, a few changes of colour perhaps and an irritatingly repetitive piece of music. So what's this game doing starting with a *Dragon's Breath* style screen of a mist bound castle nestling in the middle of a lake? And why on earth are those wizards laying down such funky sounds? It's all a bit w... er... peculiar.

In a world full of puzzles everyone is trying to make their game a little bit different. *Brain Blasters* manages this firstly by avoiding the 'yet another *Tetris* clone' category, since it's a test of memory rather than spacial dexterity. *(Coo. Ed.)* And secondly by having a wide range of options (multi-player, gambling, range of bonuses et al) that are actually useful rather than purely cosmetic.

Although progressively more challenging, the one player option does pall after a while; as so often with this style of game – of it all gets rather samey. Challenging the computer boosts the competitiveness while the gambling element adds a bit of spice to proceedings. However, where the game really comes into its own is as a two, or better still three, player shindig. All hell breaks out as you try to swipe your opponents' pieces while keeping an eye on their grid, in the unlikely event that maybe, just, perhaps you've slightly forgotten exactly which piece goes where (perish the thought).

Other odds and sods tacked onto the game are nice but not strictly necessary. For example, there's a graph to record the rise and fall of your memory skills. Still not everything has to be relevant. The wizard band are pointless and w... strange but they're fun all the same. A light hearted but challenging puzzle game with a surprising amount of atmosphere, *Brain Blasters* is fun, addictive and ever so slightly weird. Damn.

GRAPHICS	81	ADDICTIVENESS	82
SOUND	80	EXECUTION	84

OVERALL **82**

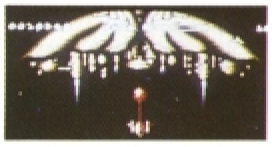


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review

ZARATHRUSTA

"Inspired by *Thrust*" says the packaging. This should be a cue to start a review with lots of innuendos based around the word 'thrust'. *(Arf! Ed.)* Had it not already been done to death. In 1984, a writer summed up *Thrust* as a "pulsating pistoning pinnacle of gameplay" while another reviewer started with *"Thrust?* Eh? Geddit? Knar. Gnong. Fnurk. Honk. Honk." Luckily, *David McCandless* is above such childishness.



***Z**arathrusta?* Eh? Geddit? Knar. Gnong. Fnurk. Honk. Honk. *(Very amusing. Ed.)* I dunno. Gravity is an overrated asset to the modern world. Just imagine if there was no gravity. We'd be able to have as much fun as all those Space Shuttle astronauts have. All they do is go up in space and spend a week weightlessly a-floating and a-spinning about. It would be great – you'd be able to float down to the shops, or take the dog out for a quick drift.

Zarathrusta is all about gravity. For those of you unfamiliar with the *Thrust* concept it works like this: you have a planet which is strangely made up of intricate catacombs and tight underground passages – but nothing else. Inside the planet somewhere is a spherical object, which you must collect and drag to the surface with your little spacecraft.

Unfortunately, while you're floating about, that bast gravity is trying its best to suck you down. So to avoid being regularly smeared across the scenery, you have to give your engines a little 'thrust' from time to time. Things are further complicated by the fact that a) Newton had to have a god-damn apple fall on his fat head; b) the object you're aiming to grab weighs lots; and c) the catacombs are choked with all sorts of dangerous hazards.

Foremost among the hazards are the automatic limpet guns, which fire random shots into the void. They're backed up by the jet thrusters which gout flames whenever they feel like it. Air vents gush draughts of warm air in your path while electromagnets work like vacuum-cleaners to drag you off-target. Navigate these and be prepared for the deadly limpet droids. They bounce around the caverns and attempt to clamp onto your ship, weighing you down, requiring you to thrust that little bit more and prove your manliness.

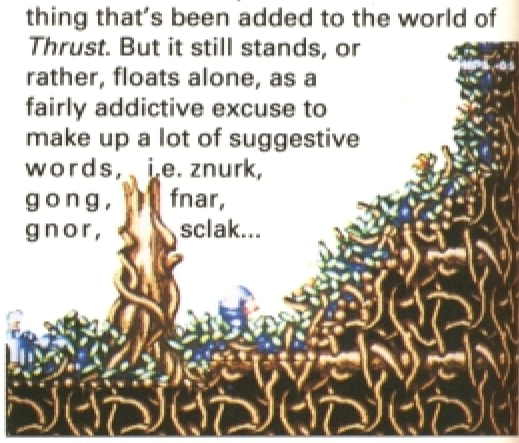
However, as all real men know, effective thrusting consumes energy. If you're a bit over zealous on the old thrust button, then your fuel can go down, leaving you sweating and panting to escape the planet surface. Luckily your *Zarathrusta* is equipped with a neat little tractor beam system. It not only allows you to grab pods but also to siphon energy from fuel tanks and alien inhabitants.

HASSLE FACTOR : 2
Title screen and music reload every game.



Macca: Despite all the hyping I did earlier about the hazards, your only real enemy in this game is physics. You'll spend most of your time wrestling with the laws of gravity and more than likely miss all the lethal traps. One day you'll see a gun turret beneath you and you'll want to shoot it. You'll rotate your ship to bring your lasers to bear on the unfortunate turret, and suddenly the cavern walls will rise up to meet you at an alarming rate. Whoosh! You'll just about manage to pull yourself out of that nose-dive, but will be careering towards the ceiling. Woah! A quick spin 'n' thrust combo and you'll be out of that collision course – and onto another, this time with the walls. This is how you die. Every time. Things get worse when you have the pod in tow, as it weighs about 16 megatons.

The graphics of *Zarathrusta* are fairly average, in a pretty 'planetoidy' way. Lots of rocks (on the rock planet), lots of greenery (on the vegetable planet) and lots of ice (on the cold planet). These rampant scene changes are about the only noticeable new thing that's been added to the world of *Thrust*. But it still stands, or rather, floats alone, as a fairly addictive excuse to make up a lot of suggestive words, i.e. znurk, gong, fnar, gnor, sclak...

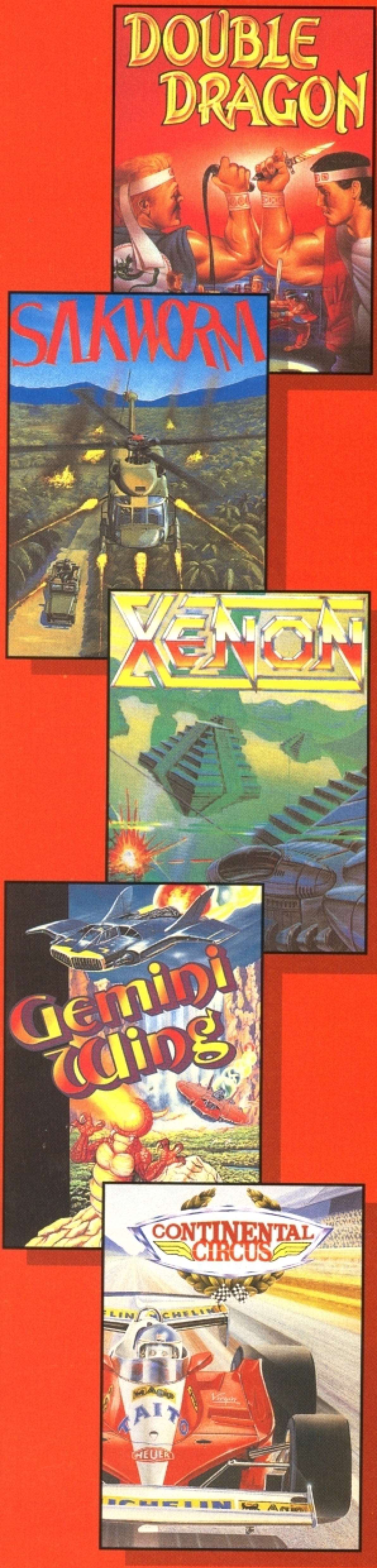


WHAT'S WHAT

TITLE	Zarathrusta
PUBLISHER	Hewson
PRICE	£19.99
FORMAT	ST/Amiga
RELEASED	Out now

GRAPHICS	69	ADDICTIVENESS	78
SOUND	70	EXECUTION	72

OVERALL 75



safe.



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We ditched the original Shorts pages for a reason. (No one could be bothered to do it.) However, after a number of whingeing letters we decided to have another go...

Being a very fashion conscious magazine, we wouldn't dream of making this year's Shorts look just the same as last year's. So from now on, the round up of games we didn't have the time, the space or the inclination to review will include some comment, though no overall score. Here goes...

One of the reasons a game may not be reviewed is because we don't receive a copy until the day before it appears in the shops. A review would then be out of date by the time the magazine reaches you. Falling into this category would be Mirrorsoft's **Teenage Mutant Hero Turtles**. Like many other magazines, we received our copy later than the distributors. Only a cynic would suggest this had anything to do with the kind of reviews it was likely to pick up. Also disappointing on the licence front was Ocean's **Total Recall** and Impulze's **Edd The Duck**, a cutesy, platform game less violent but no more original than *Total Recall*.



Arcade conversions also provided a crop of disappointments for Christmas and the New Year. Two of US Gold's big licences, **Eswat** and **Line Of Fire**, were both well below par – though the latter at least had the excuse of being a 'bit of a bast' to convert. (No excuse for the crap sound however.) Domark's long awaited **STUN Runner** also failed to live up to its arcade original.

From the other side of the Atlantic, came space adventure **Hard Nova** from EA, suitably complex but hardly striking in graphics or gameplay. The same couldn't be said of Access's flexible spending account... sorry, **Crime Wave**: a reasonable arcade adventure made special by some amazing cinematic opening scenes. Sierra is, of course, the American company most associated with adventure games. However, **Jones In The Fast Lane** is a four player Game Of Life style game complete with digitised animation. Quite good fun, but rather begging the question "Why?". **Oil's Well** is better, being a challenging, cutesy, arcadey puzzler.

Computer Games, like films, are increasingly dominated by sequels. **Gazza II** followed in the tradition of its predecessor by being... ahem... "not very good". System 3's **Ninja Remix** is likely to be well received by fans of its predecessors but unlikely to win many new friends.

On to a happier note – some excellent titles from Mindscape, whose games regularly miss our review pages because they usually turn up shortly after going on sale. In this category was **Blue Max**, a World War One strategy/arcadey flight sim with a fab two player spilt screen dogfight option, **Das Boot**, a fun but 'thin' U-Boat sim, the 'stunning presentation but sadly not much game' **Wing Commander** and **Savage Empire**, a fab RPG using the famous Ultima system. Oh, not to mention the fiendish air traffic control sim **Tracon II** which is as entertaining as a major air disaster! Ho ho!

A MOMENT IN THE LIFE OF...



ZERO spends two minutes in the company of international wheeler and dealer *David 'Daley' Wilson*.

7am: David is in his garage attaching number plates to a recently resprayed car. He looks rather guilty when we introduce ourselves. "Ah yes, well, I'm rather busy at the moment. Y'see I bought this Escort off Macca for £50 but it didn't have any number plates and I... er... didn't really like the colour." Um... why did you buy it then ? "Well, there's a great market for Escorts in Andorra at the moment. I'm starting a business doing up cars and exporting them to unlikely corners of the globe. Next weekend I'm doing a couple of write-offs... sorry 'written on' Cavaliers (they've been vandalised you see) for Leningrad. Got to rush, I'm seeing a man about a distributor head... bye!"

STILL CRAZY AFTER ALL THESE MONTHS



WINGS

David: I've played it right through the war. Jack Daniels, 242 missions, 162 kills, hooked or what?



BUCK ROGERS

Tim: This RPG has the right mix of combat and adventure. Mind you, the game system is a bit frustrating, and it hasn't got any drums in it at all.



PRINCE OF PERSIA

Paul: Animation like nothing else on earth. Play it and dream of the flags of the old Persian Empire.



POWERMONGER

Dunc: No matter what genre you're into, you can play it that way. I play it like a shoot 'em up, occasionally doing a bit of 'thinking' along the way.

TWO GAMES THAT JUST MISSED THE FULL REVIEW TREATMENT



Revelation from Krisalis, an intriguing, safe-breaker, puzzle game involving interrelated sets of wheels...



And *Stellar 7*, a 256 colour VGA PC title with groovy, non-stop, shoot 'em up vector graphics action.



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LETTERS

17 issues and not a single letter about RS232 connectors. What is the matter with you all? Be serious! Send in your letters to Write To The Ed at the usual address. You'd be surprised just how grave he can be...

IT'S A SET-UP

When you review/preview software for the PC, could you mention the PC specification for which it is best suited? For example, *Wing Commander* (Origin/ Mindscape) needs a 12Mhz 286, VGA graphics, 540k extended memory and supports a Sound Board.
WR Chapman, Porthtowan, Cornwall.

Mmmm... PC owners are a little strange in that they're all set up differently. You might have your Alasdair Fotherington-Dipstick who's trying to play a friend's Amiga copy of Shadow Warriors *on his dad's 386 VGA Stonkeroonie; then you've got Joe Bloggs who's hoping to shift something like* Wing Commander *around on a CGA laptop.*

Whenever we review PC games, we screenshot them in the best graphics mode available: usually VGA, though we'll take a look at other graphics modes to check the game's still playable. We test using a bog-standard 286 with AdLib sound board fitted, though we check out the ordinary PC sound too. It seems a bit daft to say 'you need an XYZ set-up to make the most of this game': because ideally you want a 2 Meg 386 VGA PC with a sound board, joystick/card and mouse for every game. More relevant are the minimum system requirements: these are always printed on the packaging at any rate, but maybe we should mention them. We'll try and remember... **Ed.**

CUFF LYNX

Firstly may I say thank you for printing my letter last month and I'm wearing my ZERO Hero badge with reverent pride.

I'm afraid it's moan time. I am one of the many people who owns an Atari Lynx, which I think is a great machine. I bought it three months ago for £180. Now, to my dismay, I find out that Atari has not just knocked a couple of quid off (which I could have lived with) but slashed it by 50 pounds. Why couldn't Atari have started at £129.99 instead of milking the poor public out of an extra 50 quid?

Finally, may I add that your review for *Klax* was spot on, I've a couple of Lynx games and *Klax* is my fave.
Dave Owens, Northampton.

Price wars are a problem in any consumer field, but we're luckier than most – the prices of musicians' gear, for example, changes every week. We sympathise with you, but it's probably good news for everyone in the long run. The cheaper the unit, the more will be sold, and the greater the pressure on Atari to give the Lynx proper back-up in terms of available titles. Then it'll be worth 130 quid of anyone's money. **Ed.**

BABY LIGHT MY FIRE

I can stand the Amiga getting the main bulk of the reviews (pah!) but David McCandless (double pah!!) takes the bloody (leave that out if needs must, moral hunters) biscuit with the statement about everybody's fave computer being an Amiga in the *Indy 500* review. I'm not rekindling an old flame, but less of the Amiga owning/worshipping reviewers please.
Chris Holmes, Southport, Merseyside.
PS. Let's hope 'Wings Star' succeeds in telling Macca in bed next time! (Remember Mark Tomkinson, November ish?)
PPS. Is *Indy 500* going to come out on the ST?

I know what you're up to, you're rekindling an old flame, aren't you? Sorry to disappoint, but this blaze was peed on from a great height aeons ago. Macca has been sent to bed with no cocoa for trying to relight the fire.

As for Indy 500*: I'm afraid that there are no plans for an ST version at present.* **Ed.** *(It's because Amig...* **SNIP!** *Macca.)*

GLACK AND GLUE

Last month I was sent your awesome magazine on my subscription and opened it eagerly. Then I opened it to the contents page and was pleased to find that there was a console review of *Teenage Mutant Ninja Turtles*. I flicked through to page 131 and this was when a spooky thing happened... the page flew out of the mag and drifted to the floor. On examining the rest of the mag, I found that more pages left the magazine (sob sob).

Is it new glue? Is it new binding? Or will Henry die in a car accident? Whatever it is, please tell me as my beloved magazine which is usually one hell of a good read is now about six hell of a good reads which don't make any sense.
Stuart Palmer, Sevenoaks, Kent.

Um... it was an experiment in 'loose leaf ring binding'. Erm... but we forgot to punch the holes... oh, and we forgot the binder too. Whoops!
Ed.

UNHAPPY MONDAYS

ZERO, or is that the way you have gone down in my estimations. You might have heard of me, James Norwood, I'm the one who had some hints to *LSL3* published by Mike Gerrard. Well here is my complaint and one complaint of many other people. In your December issue on page 21 you said something about Happy Mondays and those sort of bands – well get this: all of these groups are good, that is – good music and dress sense. It is alright you taking the mik out of Dross (Bros) etc. etc. etc... SNIP!
James Norwood, Tibberton, Gloucestershire.

If there's one thing more boring than letters about RS232 interfaces, it's epistles from pride-stricken pop pickers. Fact no 1: Nick Vincent lives in Manchester and he dislikes the Happy Mondays. Fact no 2: James Norwood lives in Tibberton and thinks they're rather spiffo. Neither of them killed Laura Palmer. Blimey, what a cosmic coincidence. **Ed.**

PERVY PROJECT

I am a sixth year student at Leith Academy Secondary School, currently studying Computer Higher. As part of my course I have to investigate a topic of my choice. I have chosen Computer Crime, in particular computer hacking, software piracy, digital pornography, computer fraud and computer terrorism (viruses, trojan horses etc.). I am writing to ask if you can help with information on any of the above mentioned as I am having difficulty in gathering material.
Alan Wilson, Edinburgh, Scotland.

We get loads of letters like this one and, sadly, there isn't much we can do to help: there aren't enough minutes in the, um, hour for us to be able to prepare dossiers for every GCSE student who writes in. However, we have two things to say: a) If you have a specific enquiry then please feel free to ring up, and b) a project on 'digital pornography' sounds a bit, um, 'fishy' to us... **Ed.**

**WRITE TO THE ED,
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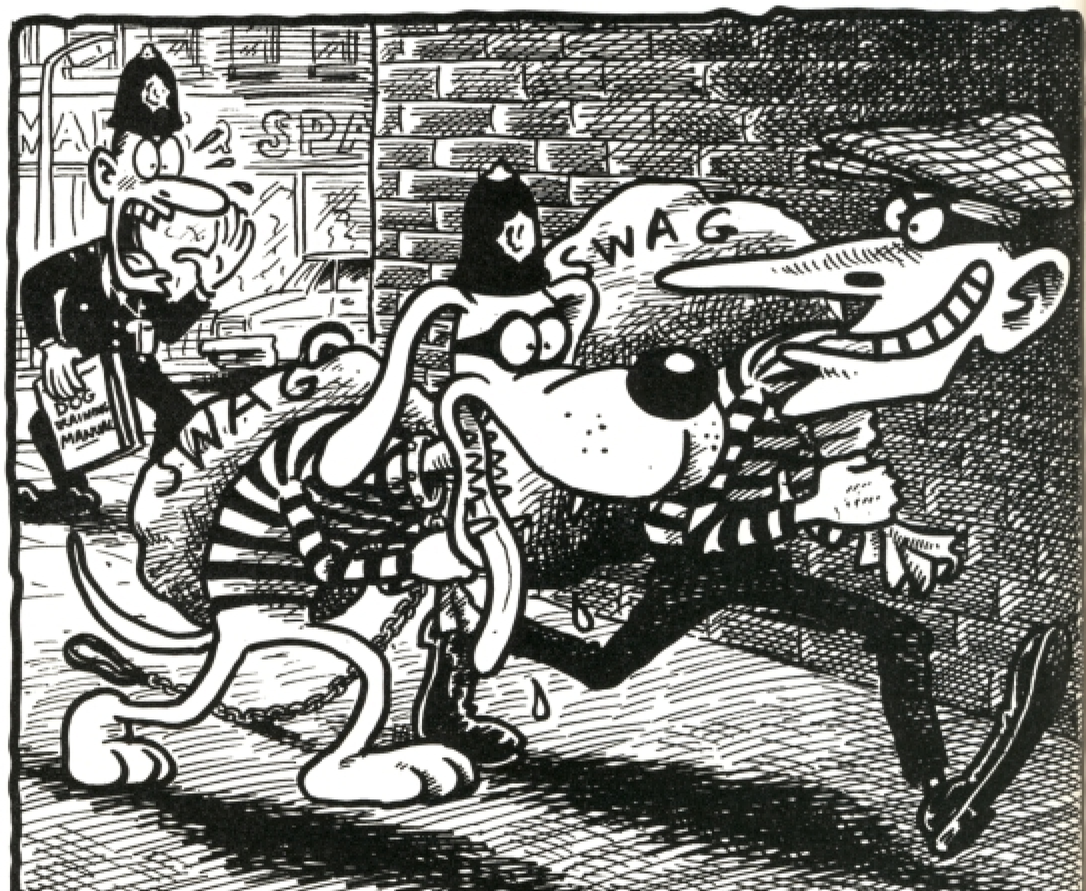
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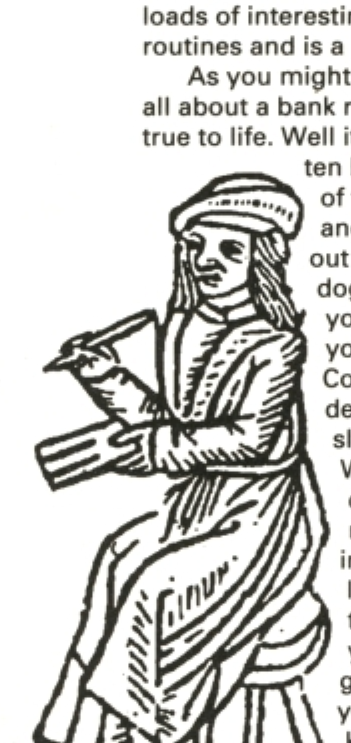
THE BLAG



I've received so many letters asking me: "Why haven't you reviewed *The Blag*?" And I had a simple answer: I ain't been sent a copy. End of story. But now... curses, the publishers have sent me a copy. And having looked at it, I can see why people are raving about it...

The Blag is for the ST only and is written with Incentive's *STAC*, so it's very much a traditional text 'n' graphics style of adventure. But that doesn't mean to say it's like every other adventure you've ever seen. Far from it. *The Blag* has got loads of interesting ideas, unusual routines and is a barrel of laughs.

As you might guess from the title it's all about a bank robbery, and it's rather true to life. Well it ought to be – it's written by two policemen! One of them is a dog-handler, and you'll need to work out how to get the police dog in this game to obey you. And just who are you? You're Detective Constable Adrian Blunder, newly arrived at the sleepy rural town of Woolendon. You're convinced there's nothing exciting to investigate but you soon learn about the blag of the title, and are off in your own car to investigate. Or you will be if you know where the keys are. The screen layout is very conventional, but the responses are full of surprises: I used the internal telephone, tried the dog section who were out and got a recorded message!



The graphics in the game have all been digitised. If you meet someone in a location then you use the ASK command to talk to them, and a piccy of them comes up on the screen. And what a gruesome lot they look. You must question people about other people, and ask them about places to gain information to try to solve the robbery. Once you've got to the bank you can then question the staff and witnesses, as well as take fingerprints for further examination.

At any point you can type in COURT, and this loads in a separate end sequence which shows you the trial in almost movie-style, the outcome obviously depending on the amount of evidence you've managed to gather together by that stage. To add to the fun there's a £50 prize compo for the first person to solve the game (may the Force be with you), and every copy of the game comes with a free *Blag* pen. Coo!

The Blag comes on two single-sided or one double-sided disk (please state which), and costs £7.99 plus 50p postage from Tony Woolcock, 30 Lyndhurst Road, Ashurst, Southampton S04 2DU.

TEXT	ADDICTIVENESS	GRAPHICS	EXECUTION	OVERALL
65	85	70	80	80

IT'S FOR YOU-HOO!

I knew it would lead to trouble. Remember when I handed a bit of my column to that enigmatic person known only as The Grue? Success has gone to his head and here he is demanding to rave over another adventure. Well, it's my own fault. So what is it this time, oh grue-some one? Something called *The Mission*. OK, over to you-grue!

Relax, Braithwaite, our money's safe. I grant you it was a reckless wager, but who knows if Quetzlcoatl's toothpick existed, let alone its present whereabouts. *The Mission* offers you the seemingly simple task of locating Quetzlcoatl's fabled toothpick, but simple is one thing this game isn't. Some of the features from the same author's previous game, *The Holy Grail*, make a reappearance in *The Mission*. The tree lift uses a new method of operation, with diffe-

AY LIST



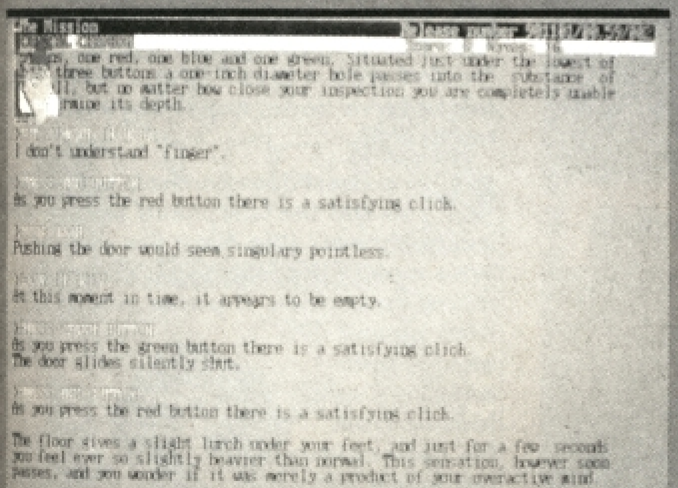


CASTLE MASTER

I discovered when running my Castle Master Compo what a clueless lot you are, as hardly anyone could answer the dead simple question I set. Well if you're so hopeless at winning the game, lordy only knows what you're like at actually playing it, which is six zillion times harder. So, for those who are struggling in its depths, and for those readers who did win a copy of it, here are some clues to *Castle Master* courtesy of **Jon Bloor** of **Market Drayton.**

1. After lowering the drawbridge by throwing a rock at the switch, don't just go rushing into the castle but instead you should stand on the drawbridge and hit the switch again. This causes the drawbridge to come up and you get thrown through the air to land on the chapel roof where you'll find the King's Solar Key.
2. In the magician's hut outside the castle, stand on the table and look on top of the chair.
3. Build up your strength to Herculean proportions by eating the food, and then you can walk into the rock outside the castle to reveal a tunnel.
4. Walk round the back of the shed-like buildings in the courtyard to find the door into the third shed.
5. In the western passage, shoot the padlock on the guard house and it will open. Once in the guard room, walk into the window to see the pentacle hoard. (If anyone knows how to get into it, contact Jon Bloor, Pinewood House, Pinewood Drive, Ashley Heath, Market Drayton, Shropshire TF9 4PA.)
6. There's a false wall in the back wall of the chapel, with a passage behind it.
7. Walk through the fireplace in the kitchen and you'll walk into a larder full of food (yum, yum).

Thanks for those tips, Jon, they've certainly shown me how much depth there is in this game, even in the opening areas which I thought I'd covered!



rent sorts of buttons and to complicate matters more you'll need a collection of coloured rods, but I'm not going to give that away yet!"

"Travelling through the misty room will again transport you to various scenarios, and mapping these is crucial before you get started – otherwise you'll become trapped in one of them. The game has a mysterious atmosphere to it: one minute you're trying to travel through a field of giant mushrooms, the next you're wandering around in a Tibetan monastery."

"The problems in the game are strong and logical, but not easy. *The Mission* isn't a game for a beginner – your wits are constantly challenged from start to finish. Just how do you go up a down escalator? And why can't I see anything with these damn spectacles on? Time will tell, but you can be sure that you'll be thoroughly entertained for hours with *The Mission*."

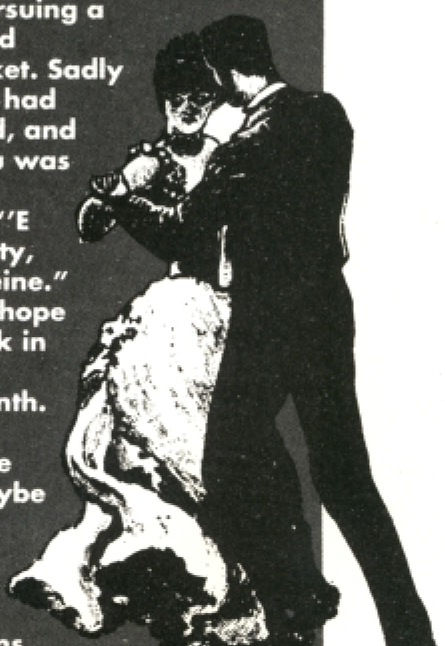
"Jim MacBrayne's last game, *The Holy Grail*, was voted 16-bit text adventure of the year by the readers of *Adventure Probe*. However, *The Mission* is not public domain. It costs £7.50, and comes with an Acme Infotator and a life-size replica of the now legendary toothpick. At the moment you can only play it on a l-meg Amiga, but the author is working on an ST version. *The Mission* is only available from Jim MacBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow G77 5AQ."



CLUES-EAU

Sacré bleu, dear readers, for once again the most famous defective detective in the history of the world has gone missing. As usual, the Man With The Beard set off on his monthly jaunt across the channel, taking with him a batch of readers' letters for Inspector Clueseau to deal with, but when I got to Police Headquarters he was nowhere to be found. I hung around in the most likely places – the bar at the Folies Bergères, the dressing rooms at the Moulin Rouge – but Clueseau never showed. A few other things did, but not Clueseau. I grabbed a passing topless dancer who told me he was last seen on the left bank of the River Seine, where he had been pursuing a suspected pickpocket. Sadly the man had drowned, and Clueseau was heard to mutter: "'E was guilty, but in-Seine."

Let's hope he's back in time for next month. Or with jokes like that, maybe not. Au revoir, mah leetle permpkins.



Mike's Beard may be reached at Adventures, ZERO Magazine, 14 Rathbone Place, London W1P 1DE. Please enclose hair clippings if you are interested in putting facial fluff out to stud.

COMPO

LIFE ON THE OCEAN WAVE!

WIN! WIN! WIN!



PLUS 20 COPIES OF *NAVY S.E.A.L.S.*!

RULES
1 The Editor can balance a beach ball on his nose so don't mess with his toot toot (oo-er).
2 Entries that arrive after 31st March 1991 will be thrown into the sea-lion enclosure at London Zoo.
3 Employees of Dennis or Ocean caught entering will be clubbed to death by a nice man with a baseball bat.

LIFE ON THE OCEAN WAVE

1) ____________________

2) ____________________

3) ____________________

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I own an ST ☐ Amiga ☐ PC ☐ A Fur Coat ☐ (Aaargh!)

What do you get if you cross the SAS, the SBS, the US Marines and a small, cuddly, aquatic creature? *Navy SEALS!* And – by crikey – somebody's made a blockbuster film about them! And – knock me down with a blow football tube dipped in sherbet – Ocean will soon be releasing a blockbuster game by the same name! Watch out next month for a review, but until then, here's a beaut of a compo to keep you gripped by the short and radio controllies...

This Hurricane Catamaran is a thoroughbred racer – equipped with massive twin LeMANS 360ST high-torque motors, it'll rattle along at a cool 200 km/hr (scaled speed). Nearly a metre in length, it's a monster. (Thank you Nigel Kennedy.) All you have to do to win it (or one of the 20 runner-up games) is answer the following questions, preferably correctly:

1 What does S.E.A.L.S. in *Navy S.E.A.L.S.* stand for?

2 The crabeater seal is thought to be the commonest aquatic mammal in the world: true or false?

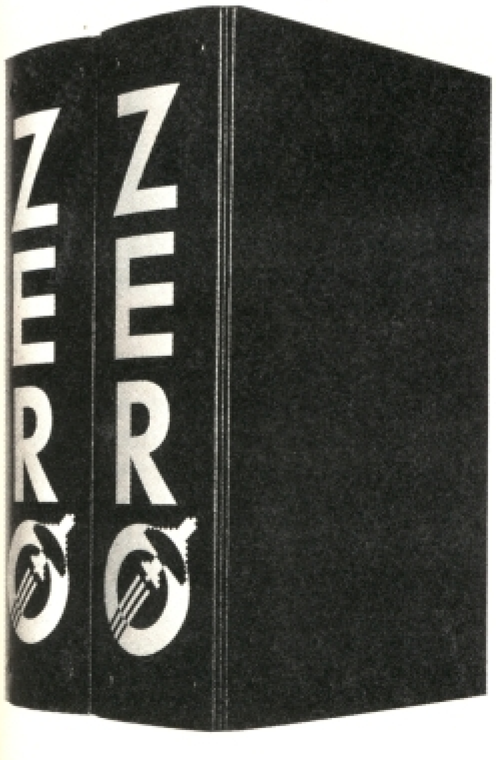
3 Which spankadelic Aussie pop star sent the queen a letter 'sealed with a kiss'? (Um... well, he might have done, but she wouldn't tell us.)

4 In a chess tournament, what do you call the last move before an adjournment? (Big Hint: the player who makes the last *move* writes it down on a piece of paper which is then placed in a *stuck-down* envelope and hidden from his opponent until play resumes.)



Send in your completed coupon to **Michael Fish Can Send A Hurricane My Way Any Time He Wants, ZERO Compos, Dennis Publishing Ltd., PO Box 1EA, London W1A 1EA.**

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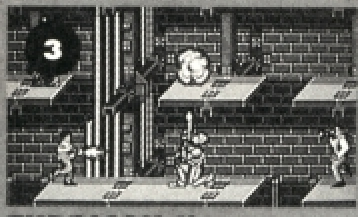


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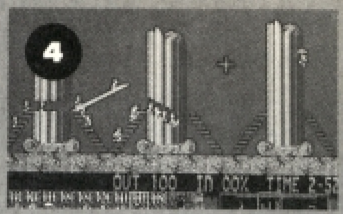
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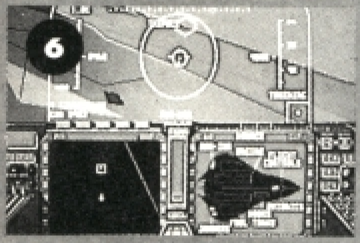
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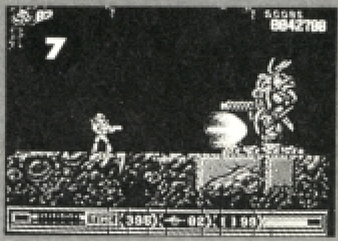
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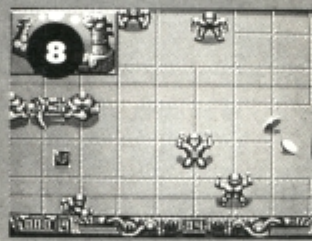
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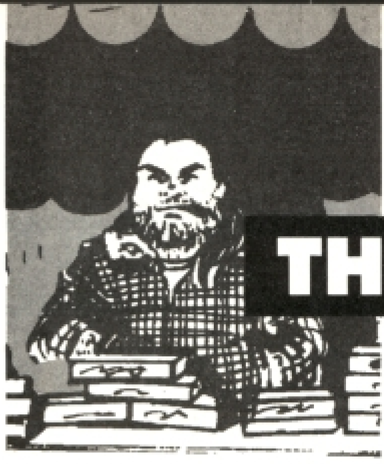
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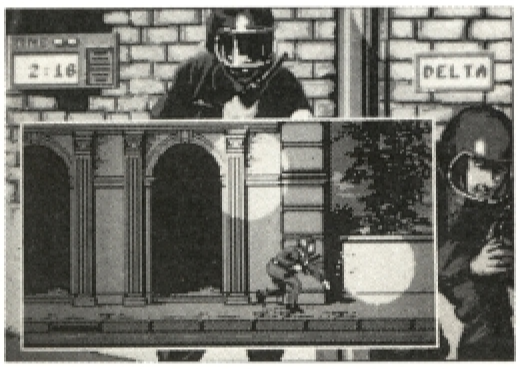
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STOP



THE PRICE I$ RIGHT

Wotcher Cocks! Er... I mean, hullo dear readers. Here's another right rivettin' report on the latest additions to the budget software shelf. I really look forward to my monthly contribution, saving you kids a few nicker by advising you the best games to spend your wedge on. It gives me a warm feeling inside (*Ahh, how sweet. Ed.*) (Naff off!)

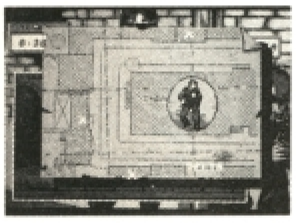


HOSTAGES

Action 16/Amiga and ST/£9.99

Bloggo: Heres a new title from Digital Integration's budget stable and it's a former full-pricer from our snail-eating French chums at Infogrames. *Hostages* reminds me of a caper I was involved in dahn the Mile End Road, but anyway here's the scenario... some down at heel villains have taken over an embassy and held all the occupants hostage. A major international incident is in the offing unless your crack squad of coppers can break in, take out the terrorists and lead all the punters to liberty.

There's three distinct parts to a single game, though you can choose to play all at three different difficulty levels or to practice individual bits. Control each of three teams who have to manoeuvre across a horizontally scrolling streetscape avoiding spotlights. Once these are in position you'll see three more team members dropped by chopper onto the roof. Now you can alternate between characters as they abseil down the building and into windows, or as snipers covering same. The third part involves scroll-into-the-screen *Cabal* style action as you move around shooting up terrorists and liberating embassy staff.



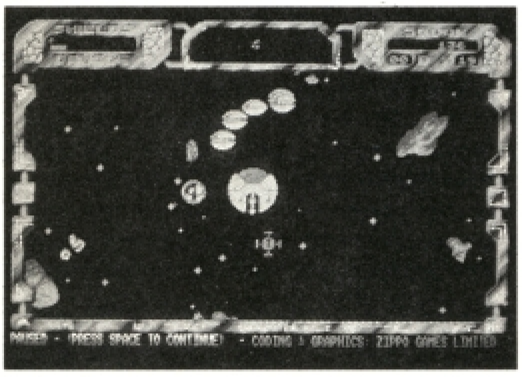
Luverly presentation, nice animation between game and for the opening scenes. Mind you, the heroes of this piece are bloomin' French Gendarmes, and here's the rub. I had a brief run-in with these geezers when I went camping dahn the Sarf of France. All we did was have a few jars then wreck this seafront bar, which was an eyesore anyway. I'm not too keen on them Froggies, if you get my drift. Still, cracking good game.

OVERALL SCORE 88

CUSTODIAN

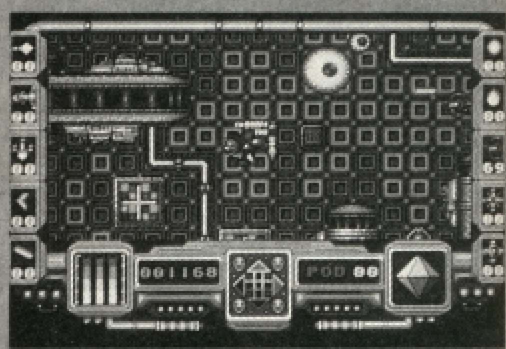
Smash 16/ST and Amiga/£4.99

Bloggo: Old titles at knock down prices, eh? You can't argue with that, can you? (Not unless you want to be 'knocked down' too, hur hur.) *Custodian* is an old Hewson number very much in the mould of their classic *Cybernoid*. There's some barking mad scenario about you guarding some toff geezer's tomb, which for some reason is being attacked by weird aliens, pods and end of level nasties. They're aiming to drain all the energy not only from the tomb but also from your good self! Anyway, ignore all this and lap up the excitement of trigger finger lickin' action. The 'tomb' setting is huge so you'll need to puzzle your way round to find pods, pick 'em up and take 'em to a pod squasher. As everyone knows, no decent tomb is without a shop(?) and this is where you can purchase any of the ten (count 'em) different weapon systems available and activated by function keys. Your main sprite is a robotic *Mr Heli* affair that flies about with jet packs, or walks on the ground. Good mindless shoot 'em up action but a tad too quick, tricky and confusing for my own personal taste.



OVERALL SCORE 86

COSMIC PIRATE



Action 16/ST and Amiga/£9.99

Bloggo: DI's (that's Digital Integration, not Lady Di, hur hur) budget games now come in luverly little boxes, not those crappy little plastic cassette cases that I always seem to crush. (*That's because you've got great fat sausage fingers, Bloggo. Ed.*) Anyway, this is a cracking former full-pricer from Palace, coded by Zippo Games – the lads behind *Voodoo Nightmare* and *3-D Tennis Challenge*. You take the role of Guy Manly, infamous pirate (though with a name like that, he wouldn't last ten minutes dahn my local). Anyway, crime in the distant future has been totally organised, and at every turn of your criminal career you'll be charged for everything from teleporting to ship refurbishment. So collecting dosh and improving your pirate ranking is your aim.

The actual gameplay revolves around some rather primitive viewed-from-above, multi scrolling arcade shoot 'em up action, although there are refinements like moving around the map sectors, attacking and docking with huge space 'trucks'. The original *Cosmic Pirate* has already established itself as a bit of a corker, although I wouldn't touch a 'pirate' with a bargepole, honest guv'nor. (*Hmm... Ed.*)

OVERALL SCORE 89

MEGATRAVELLER 1

THE ZHODANI CONSPIRACY

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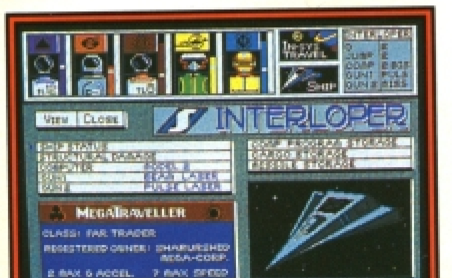


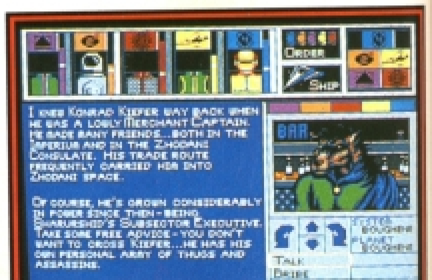
.....Now with the help of corrupt Imperium officials the Zhodani and the Outward Coalition are planning a fifth. Smuggling arms to traitorous groups within Imperium borders the Zhodani are planning to strike from within.

BASED ON MEGATRAVELLER BY GAME DESIGNERS' WORKSHOP, THE WORLD'S MOST POPULAR SCIENCE FICTION GAMING SYSTEM

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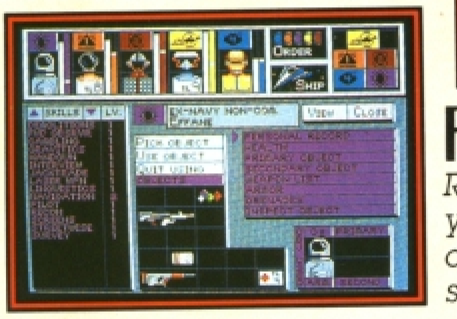
The most sophisticated character generation system ever devised: five military classes, more than 70 talents and abilities. Allows player to control character development through 5 services: Army, Navy, Marines, Merchants and Scouts.





IMAGINATION

Flexible gaming system supports any playing strategy and allows multiple solutions to problems and obstacles.



FIREPOWER

Realistic, combat sequences let you control each of your characters individually, while still giving general combat orders to the other members of your party. Utilise more than 30 weapons and skills in this advanced combat system.

72 varied skills to learn and use including medical, piloting, communications, laser weapons, bribery, demolitions and handgun.



COURAGE

28 planets and satellites to explore in 8 systems filled with exciting puzzles, dangerous subplots and interesting characters to encounter.

"MegaTraveller 1, a game that truly warrants the highest level of praise, the attention to detail makes it exceptional!"



Supports Ad Lib Music Card and Real Sound for state-of-the-art musical score, digitized speech and realistic sound effects.

RESOURCEFULNESS

Saving the universe costs money: a detailed bartering system lets players earn Imperial credits through interplanetary trading, with 30 types of cargo.



SCREEN SHOTS TAKEN FROM IBM PC VERSION

EMPIRE

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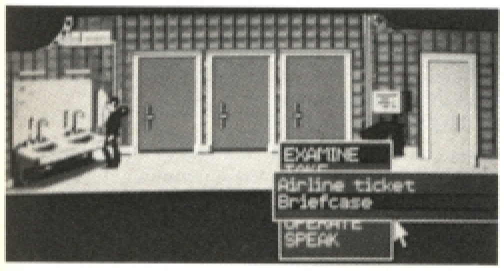
Question: What's the similarity between these pages and *The Generation Game*? Answer: They both include games you've seen before but in new formats.

OPERATION STEALTH

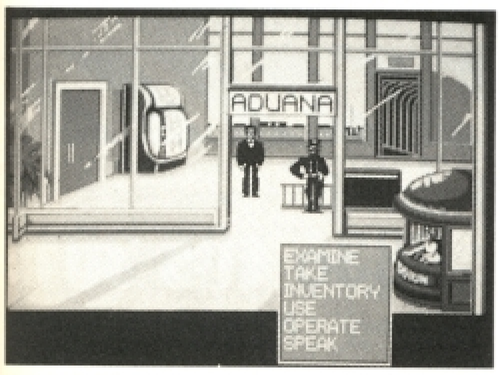
Delphine/PC/£29.99/Out Now

Paul: The word's good, very good. Yes the 16-bit answer to Bond is back and looking very good indeed. *Operation Stealth* catapults you into the depths of South America as you attempt to track down a stolen Stealth Fighter. And if you're going to recover the plane you'll have to solve a whole series of mind-numbing puzzles.

The graphics on *Operation Stealth* are excellent (and there's a 256 colour VGA version promised!!). The music's nifty although the sound effects are fairly notional. The control system is an



improvement on *Future Wars*, though it's still a bit fiddly. Adventure fanatics may be put off by the arcadey element but the game is challenging enough for the veteran without being inaccessible to the beginner. Brains as well as beauty. Coo.



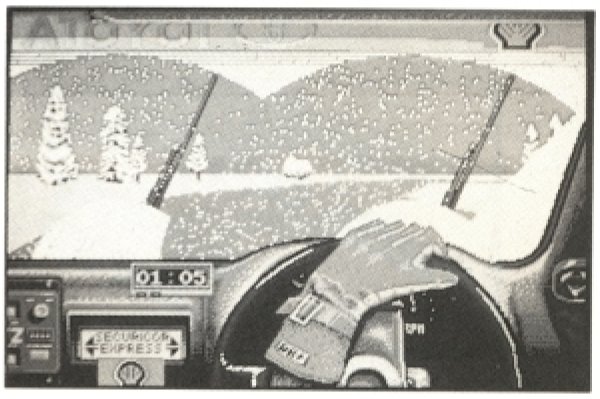
GRAPHICS 90 ADDICTIVENESS 89
SOUND 83 EXECUTION 89
OVERALL 90

TOYOTA CELICA GT RALLY

Gremlin/ST/ £24.99/Out Now

Paul: Basically Formula 1 has never tickled my chuckle muscle either on TV or computer. I've always been more of a rally man myself as is shown by my style of driving most of which is done on central reservations or ploughed fields. That's real driving and it's a taste of real driving that *Rally* attempts to capture. This it does with little touches such as windscreen wipers, adverse weather and extremely sensitive driving controls.

However, its secret weapon is the co-driver. He's the guy who sits next to you reading through his notebook to warn you of what's ahead. ("Hard left, right, hard right, bag of sugar, washing powder, KInkyFit Leather Corset... er sorry... I seem to have... er... turned two pages at once.") Although the computer has already installed some warnings, it's possible for you to have a preparatory look round each track and set your own notes. This is both straightforward and essential. Other options involve setting the steering sensitivity and (reversing the controls if you're completely potty).



The racing takes place in England, Norway and Mexico (though not at the same time) with different driving conditions in each. Despite the sudden appearance of roadside objects, the driving is smooth and effective. Real racers may miss the competitive element of racing an opponent rather than the clock but if you're into a serious driving sim with a lot of feel, then this could be the one for you.

GRAPHICS 82 ADDICTIVENESS 86
SOUND 80 EXECUTION 88
OVERALL 87

ELVIRA
MISTRESS OF THE DARK

Accolade/Amiga/ £29.99/Out Now

Paul: She's here at last. Reviewed, covered and ZERO Heroed in issue 8, Elvira (or rather Tynesoft) went bust (inevitable really) before the game could be released. Accolade has now stepped into the... er... breach and the game is now available in its full glory. Or should that be gory?

There are two outstanding features to *Elvira*. No, no I mean the game not the person, honestly you lot really have got foul minds. *Elvira* (the game) has got some of the most superb graphics I've ever seen. These are complimented by a moody and powerful soundtrack that would be the envy of many a horror film. All this is hung on an extremely challenging adventure that makes *Dungeon Master* seem like a WI picnic. Hang on that makes three outstanding features; so I said two simply to make a cheap innuendo. Oh dear.

As well as all these pluses, there's also a straightforward control system. (So that's four outstanding features. Damn, damn, damn and blast it.) Against this there's quite a high hassle factor. Five disks take quite a lot of swopping and accessing. Waiting around is eased by the attractiveness of the screens but it's still a bit slow.

My only other reservation is the level of gore. It's great... no, I didn't mean that. It's very realistic and very stomach churning. Even the hardened ZERO team, veterans of many a grim shoot 'em up, started looking pale and pushing their food around their plates. Some people may find the graphics offensive; most will love them and the game too.

GRAPHICS 93 ADDICTIVENESS 89
SOUND 92 EXECUTION 89
OVERALL 93



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CONSOLE ACTION

INSIDE

Hand helds ahoy! We get a load of NEC's nifty Turbo Express

Boulderdash: the pot-holing favourite hits the Gameboy screen

Phantasy Star II – when will those Mega Drive bods learn how to spell?

Rampage The Lynx gets up to a bit of monkey business

Plus news, reviews, tips and cheats

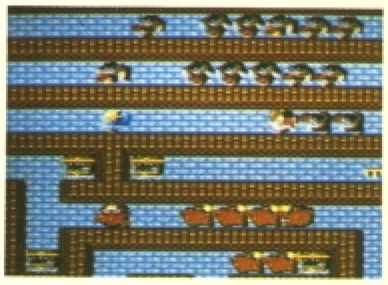
MICKEY MOUSE



Eeeek! There's a mouse on my Mega Drive!

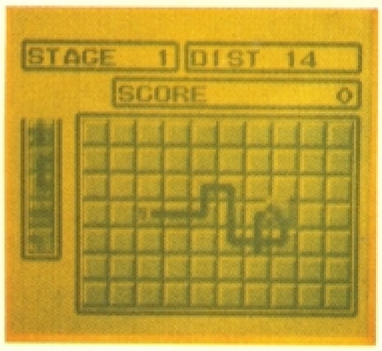
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REVIEWED



GAUNTLET

Classic spook-bashing action on the Sega Master system



PIPE DREAMS

Don't just dream about pipes – get down and dirty with Nintendo's shot at this popular puzzler

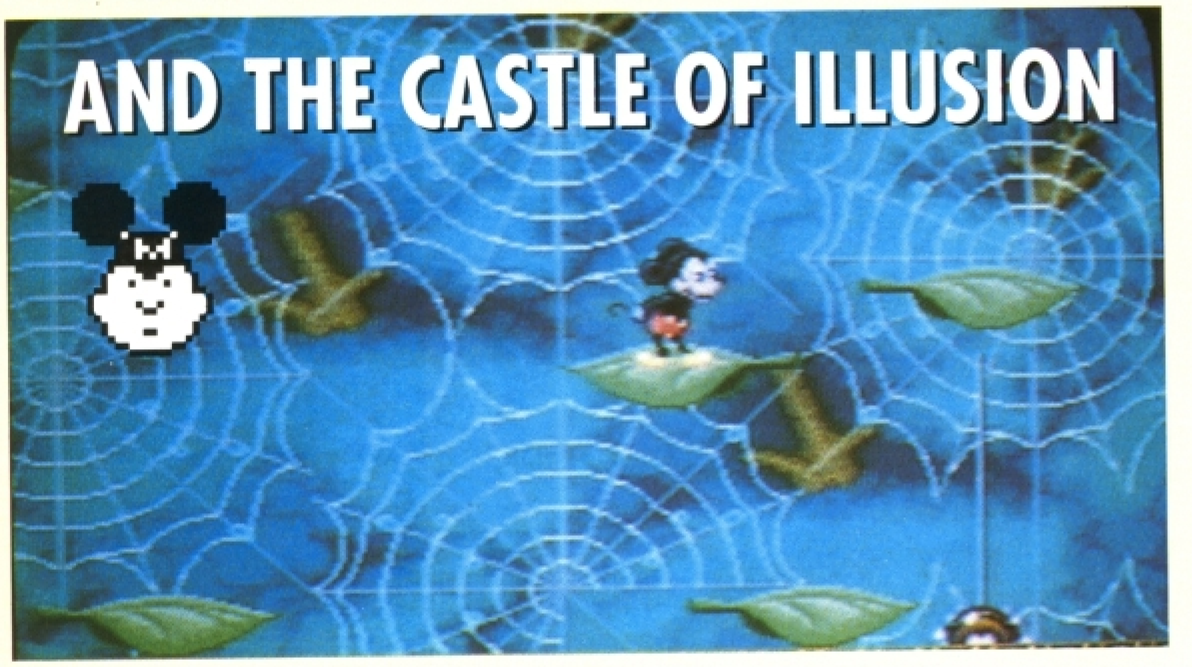

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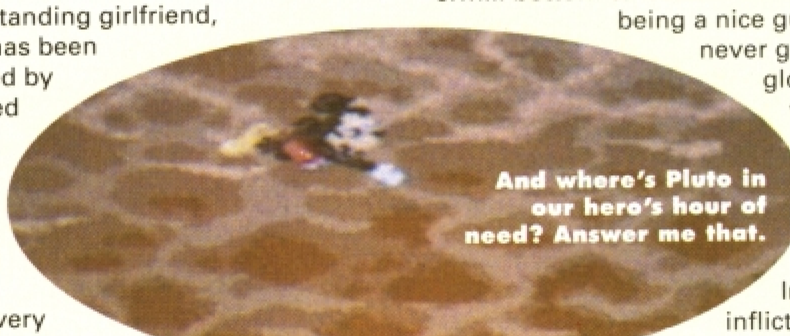
CONSOLE CLASSIC

Sega/Price TBA/ Sega Mega Drive

With the world going ape over a certain quartet of pizza-scoffing terrapins, 1990 was undoubtedly a year when the old pros of the cartoon world had to take something of a back seat. Indeed, it was the year when you were no one unless you had an arsenal of oriental weaponry, a vocabulary that was impossible to understand and a 'pad' in a sewer which you shared with a talking, furry thing in a dressing gown.

But now it's 1991, and the old guard are back with a vengeance. Stand up Mickey Mouse! Okay, so he wears unfashionable short pants and sounds like Michael Jackson, but he's a hero, damn it, as he proves with flying colours in his Mega Drive debut.

Now, normally, Mickey wouldn't hurt a fly, but he's a mouse with a mission: his longstanding girlfriend, Minnie, has been kidnapped by the wicked Witch Mizrabel, and it's up to him (and you) to search every corner of the Mizrabel's castle to find and rescue her.

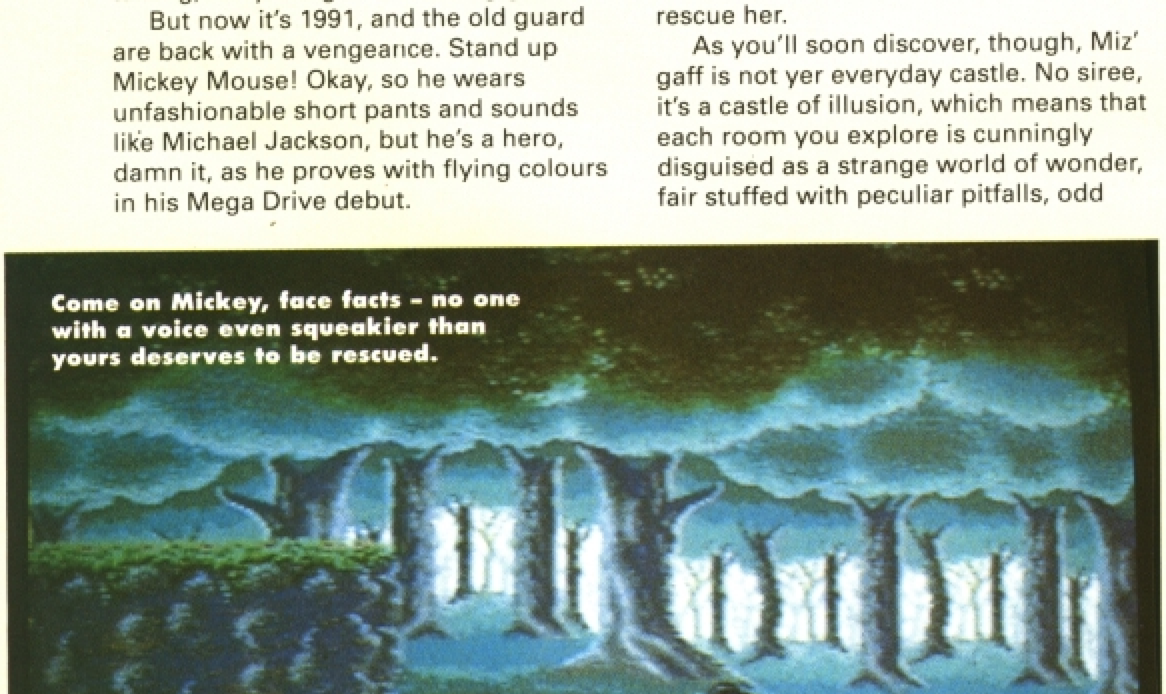


And where's Pluto in our hero's hour of need? Answer me that.

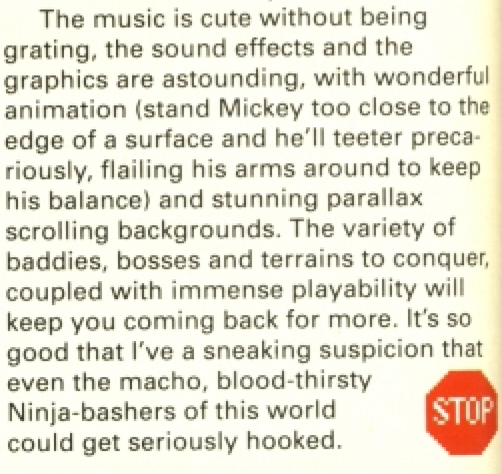
As you'll soon discover, though, Miz' gaff is not yer everyday castle. No siree, it's a castle of illusion, which means that each room you explore is cunningly disguised as a strange world of wonder, fair stuffed with peculiar pitfalls, odd obstacles and curious creatures.

It might be worth mentioning now that those who like their games to come with a kingsize scoop of blood, bad dudes and lethal weaponry aren't going to be exactly beside themselves with glee. The array of adversaries Mickey has to face is undoubtedly bereft of bad *dudes*, but believe me, although the army of tree-trunks, woodland creatures, toys, large fruit, bookworms and other beasts may look cute, they're as crafty and dangerous as they come, and the large killer-clowns on unicycles are tricky enough to make even the nastiest ninja look like the kind of guy who'd top up his half-a-lager with lemonade. As for weapons, Mickey can collect apples and marbles which are lethal when lobbed at a nasty, but these are pretty limited in number, and best saved for nobbling the end of level bosses. So, to conserve his ammo, Mickey must resort to hand-to-hand combat. Or perhaps I should say, erm... bottom-to-bottom combat, since, being a nice guy, Mickey never gets his gloves dirty with such indecorous activities as swinging a punch. Instead, he inflicts injury by swinging his pants – and a very effective move it is too, referred to in the game's instructions as The Hip Attack.

The music is cute without being grating, the sound effects and the graphics are astounding, with wonderful animation (stand Mickey too close to the edge of a surface and he'll teeter precariously, flailing his arms around to keep his balance) and stunning parallax scrolling backgrounds. The variety of baddies, bosses and terrains to conquer, coupled with immense playability will keep you coming back for more. It's so good that I've a sneaking suspicion that even the macho, blood-thirsty Ninja-bashers of this world could get seriously hooked. STOP



Come on Mickey, face facts – no one with a voice even squeakier than yours deserves to be rescued.



THE VERDICT 94

NEO GEO FOR YOU AND MEO

If you thought you'd have to win the pools/rob a bank/sell your granny before you could amass enough green stuff to get intimate with a Neo Geo, think again. Indeed that glorious prospect could be sneaking a little closer to the realms of possibility, thanks to a new official Neo-Geo software rental club.

It's not usually the price of the hardware (around £350) that puts people off this amazing machine, but the games which sell for around £160 each – even if you could afford one, the pressure to find a game you won't get bored with is rather too much for most – and that's where the club comes in.

£30 makes you a member for life, and after that it's a straight £25 a throw for a full month of ecstatic arcade action in your very own bedroom. Members are constantly brought up to date on new games, you can hire as many as you want at a time, and the whole thing goes on via registered post, so you needn't leave your Neo Geo alone for a minute!

Oh yes – just a quick reminder that with the memory cart (which comes with the machine) you can save your place in any Neo Geo game you play at home, take it to your local arcade and continue play on a corresponding arcade unit – and vice versa.

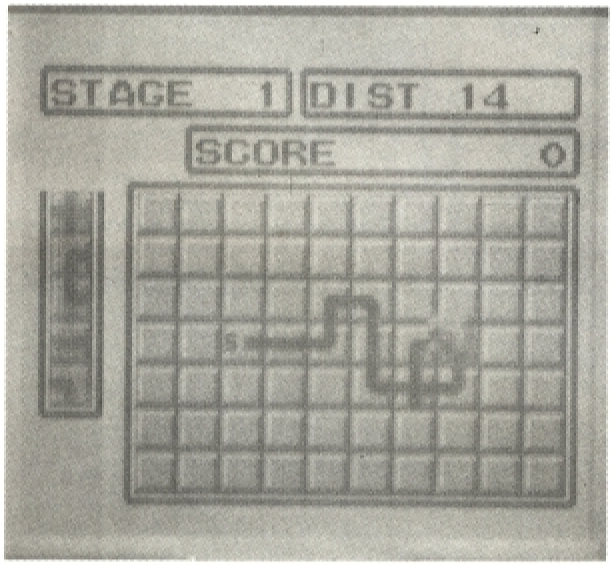
If you're interested, call **Console Quest** for details, on **(0903) 63786**, or **(0903) 693623.**

PIPE DREAM

Bullet-proof software/£21.00/Gameboy

By the nature of its throat-grabbing, 'just-one-more-go' addictiveness, this classic fast-paced puzzler (also known as *Pipe Mania*) is perfectly suited to the world of the handheld.

If you don't know the deal, here it is: you're confronted with a grid, empty but



for a little tap thing which will start spouting a supply of liquid. Faced with an array of different pipes – available only in the order they appear – you must create an unbroken channel for the advancing wet stuff as time ticks by, frantically accompanied by an effective, stress-inducing ditty. Once your chain of pipes is over a certain length, you automatically proceed to the next level, but in order to notch-up up a top-notch score, you'll need to create all sorts of clever, curly-twirly, interlocking bits for the water to travel through. As you progress, you'll encounter not only faster-moving liquid, but also dastardly one-way-only pipes, useful reservoirs that buy you precious time, and other added twists that keep the game challenging and fresh for a long time.

Fortunately little, if any, of its playability and tension has been lost in translation to the small screen. However, after a thorough session with it, a glance in the mirror is likely to reveal that your face has taken on a distinctly eye-free appearance, rather like that of Radio One DJ Simon Mayo. You see, the bits are too darn dinky, and in a game where every move counts, being able to see what you're doing is a distinct advantage. And if the standard game doesn't make your peepers go wibbly, try linking up with a fellow Gameboy owner to discover the true meaning of eye-strain. The thing is though, once you've got *Pipe Dream*, no amount of being greeted by strangers with a cheery "Like the Breakfast Show, Si!" is going to make you give it up.

THE VERDICT 88

Thanks to those nice people at Console Concepts for loaning us this game. They've got a huge range of imported Gameboy and other format titles – call them on **(0782) 712759.**

QUICKIES

Ever wondered what it would be like to have your eyes fall out? Then you'll be pleased to hear about the new Gameboy title, *Klax* – the tense *Tetris*-type puzzler which involves manoeuvring fast-moving, coloured tiles to make horizontal, vertical and diagonal lines. But in lieu of colour, the Gameboy version has its tiles decked-out in an array of elaborate patterns.

Cripes! It would seem that pirates in Korea have developed a single Nintendo cartridge that features 63 – count 'em 63!!! – different games! This extremely illegal item, known as the 63-in-1 is the same size as yer actual Nintendo cart', but it's home to six special big-memory ROMs. Crazier still, you can apparently get your mits on one for a mere £30!!!

Whispers have reached us from the US that the stork will be bringing a super-advanced, arcade-quality big brother for the Mega Drive. As we speak, Sega boffins are beavering away on this amazing beast. Its working title is the Giga-Drive, and the current line of development seems to involve much tinkering with real arcade boards. We'll keep you posted.

Check out your local import emporium for the latest in Gameboy gadgets from across the pond. We are particularly enamoured of the Lightboy – a clip-on doodah that you snap onto your unit in order to play in dim light or total darkness. Just the ticket for a bit of under-the-bedclothes, after-dark action!

Fans of that old (very old!) classic *Wizball* will be pleased to hear that after all this time, Ocean has a sequel in the offing. At present, though, the only definite destination for *Wizball II* is the GX4000.

Those lucky Japanese – not only have they got the benefit of the Nintendo's lovely Super Famicom, but now they can also buy a Super Famicon TV. It's a perfectly normal gogglebox but with a wee cartridge slot on its head!

A HANDFUL OF TURBO

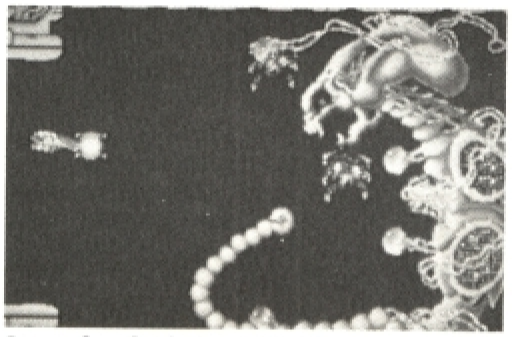


We spared no effort to lay our sticky paws on NEC's cookin' new colour handheld. And jolly impressive it is too.

Hot on the heels of the Lynx and the Game Gear comes the Turbo Express, yet another way to get your kicks hot on the hoof in glorious technicolour. The main thing that sets the Express (known as The Engine GT in Japan) apart from its competitors is the wily way it's been designed to run all software from its homebound big brothers – not only the PC Engine, but also the Turbo Grafx. This of course makes it a dead sound option, financially speaking, for 'Engine owners. Having said that, the Turbo Express is tasty enough to tempt non-Engine owners too.

The phrase "small but perfectly formed" could have been invented with this baby in mind. It measures up at an impressively tiddly 4.3 x 7.3 x 1.8 inches, and weighs in at a mere 15.7 ounces, yet boasts a pretty damn adequate 2.6 inch recessed screen, a joypad, the usual collection of buttons and an autofire switch... And that's just on top. Peruse it from a side-elevation and you'll find, in addition to the usual volume and contrast controls, jacks for both stereo headphones and mains input, plus two further sockets. The first is begging to be filled with NEC's special TV-tuner adaptor, which transforms your hardware from a console to an effective, if diminutive, goggle box. Alternatively, this port can also be used to attach a CD Rom unit. The second will happily house an input from a VCR or Camcorder. Look again at the screen, and you'll note that it boasts a jolly decent resolution of 312 x 238 in 512 colour mode, and 320 x 224 with 256. Open its tummy and you'll find a 6820 8-bit processor. All available games play like the home versions with no discernible drop in sound quality, sterling graphic effect and little blurring on even the speediest shoot 'em ups.





Get a load of *R-Type* palm top fun!

So, shall we talk greenbacks? Over in Japan one can expect to shell out between £170 and £190, while Americans will be set back by around £130. (Rumour has it that the lower US price was set by NEC in a bid to give Nintendo more of a run for its money.) Buyers of the TV adaptor in both countries will be around 50 quid lighter. Like most colour LCD units, the Turbo Express will scoff its way through six batteries in three to five hours, though a 12 volt adaptor can be bought in order to feed the unit via a car's cigarette lighter.

There don't seem to be any plans for a UK release but it shouldn't be too hard to pick one up on import. But before buying, beware: the American Turbo Express will only run American software and its Japanese cousin will only run Japanese stuff, so PC Engine owners should make sure they're getting the right one! STOP

Thanks go to Mike for lending us a Turbo Express. Are you interested in getting *your* hands on one? You can contact him on (071) 7376726.

CHEATS!

Baffled by the latest fiendish addition to your game collection? Well, it's time to get stuck into the most corking console tips in town...

SPLATTERHOUSE

PC Engine

Pssst! Wanna access the secret stage-select mode? Thought you might. Press run and when the picture of the spook house appears, hit select three times then push left on the joypad and button one at the same time.

SUPER MARIO LAND

Gameboy

Not enough continue options for you? Well, help is at hand. When you die, just wait for the "Game Over" message to stop moving, then keep tapping the start button as rapidly as you can – don't hold it! If you've done it right, you should find yourself continuing on the level you left off, with two lives under your belt.

ROBOCOP

Nintendo

Using up all your continues needn't mean the end of your battle to uphold the law. At game-over, hold down buttons A, B, select and start, simultaneously. You will switch to the main title screen where selecting continue will put you back to where you left off, with infinite credits.

GHOULS 'N' GHOSTS

Mega Drive

Fancy starting at the level of your choice? When the title screen appears, wait for it to float down, then swiftly press up, down, left and right on the joypad. If you've done it right, you should hear a little tune. Now various button/joypad combinations will take you to the following places:
Up and start – Level two
Down and start – Level three
Left and start – Level four
Right and start – Level five
Down, right and start – Final boss.
Alternatively, perhaps you'd just prefer to be invincible. In that case, merely press reset four times, then while on the title screen, press button 'A' four times, push the joypad up, down, left and right, then hold down button 'B' and press start.

COBRA TRIANGLE

Nintendo

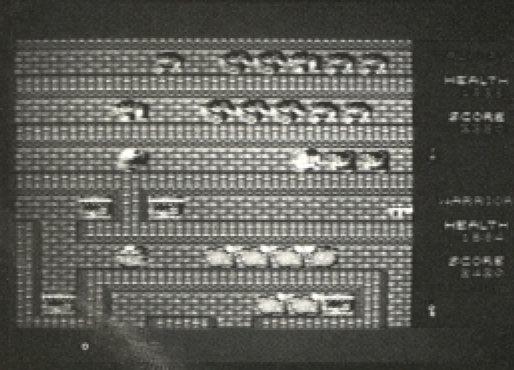
Send your points soaring with these nifty tricks: at the start of each level, hold down the fire button to rack up 1000 points a time; at each finish line, press left and fire or right and fire at the same time for 4000 more!

The best tip in each issue wins a mind-blowingly wonderful prize. Fancy yourself in the running? Drop us a line with your hints, tips, cheats and tricks. So get scribbling to: **Cheat! Console Action, ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE.**

GAUNTLET

US Gold/Master System/£29.99

Gauntlet **as a one player game doesn't stand up to much nowadays, but with the two player option it really comes into its own, bringing in more of a strategy element. The Sega version is faithful to the original and very playable, but as the ability to shoot accurate diagonal shots is immense, the Master System's joy pad often proves a little unhelpful.** ***Gauntlet's*** **top notch gameplay makes it worth persevering without being put off by the rather unexciting graphics.**



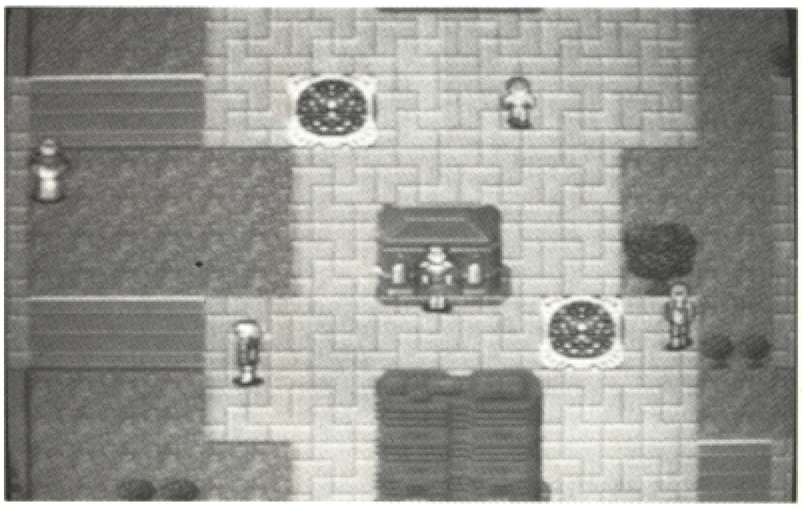
THE VERDICT 77

PHANTASY STAR II

Sega/£59.99/Mega Drive

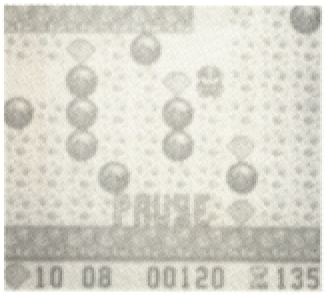
You've been having terrible nightmares. You can't help worrying about your planet, wondering what evil force has caused everything to go haywire, thinking about the super-dangerous mission you've been assigned, and mulling over the fact that your girlfriend has got strange, pointy ears. Ah well, you can't complain really, can you? After all you *are* the hero of a super-exciting RPG...

For console-owning RPG fans, there's such a lack of stuff to play, that sometimes you can feel like any old thing is welcome. *Phantasy Star II* is definitely not just any old thing. In fact, it's just about everything you could want from this kind of game – big (very big), involved, exciting and challenging. Add to this the benefit of the Mega Drive's yummy sound and graphics, plus no-hassle gamesaving thank to its memory back-up, and you'll realise that you might just be in for one of your best RPG experiences ever. Despite the hefty price tag, if RPGs are your bag, you couldn't do better. Make sure to check out the shops for the companion booklet: it's full of interesting pics, maps and additional info, and there are plenty of tips for beginners and big girls' blouses too.



THE VERDICT 89

BOULDERDASH



£21.00/Nintendo Gameboy

In St. Shinobi's School For Console Characters, the careers officer is having a chat with one of the pupils.

Careers Officer: So what would you like to do when you leave here?

Pupil: I rather fancy a dangerous trade.

Careers Officer: Have you considered a career as a Ninja?

Pupil: I was thinking more along the lines of collecting diamonds underground within a time limit, weaving my way around mazes of precariously balanced rocks, avoiding a few hazardous creatures. You know the kind of thing.

Careers Officer: Ah yes! I've got just the thing for you...

And so *Boulderdash* was born – a fast paced sort of collect-y, avoid-y game with a strong puzzle flavour. And now this popular oldie has made it onto the small screen. It's as challenging and addictive as ever but, sadly, it's not ideal for the Gameboy. The graphics have been nicely converted, but the main problem is the blurring that happens when you move fast. It's not so bad that you can't ignore it – it's just a matter of how much you're personally prepared to put up with.

THE VERDICT 73

RAMPAGE

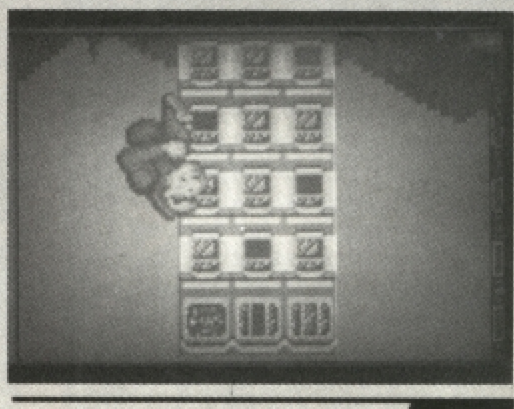


Atari Lynx/£34.99

If you're a tad fed up with games that cast you as a goody-goody and set you a whole wealth of namby-pamby tasks like rescuing some stupid girlie or saving the universe, then get your claws into this topping arcade conversion. In your role as a big, scary monster, your task is to work your way through America eating people, destroying buildings and mashing any helicopters or other army vehicles that try to put a stop to your fun.

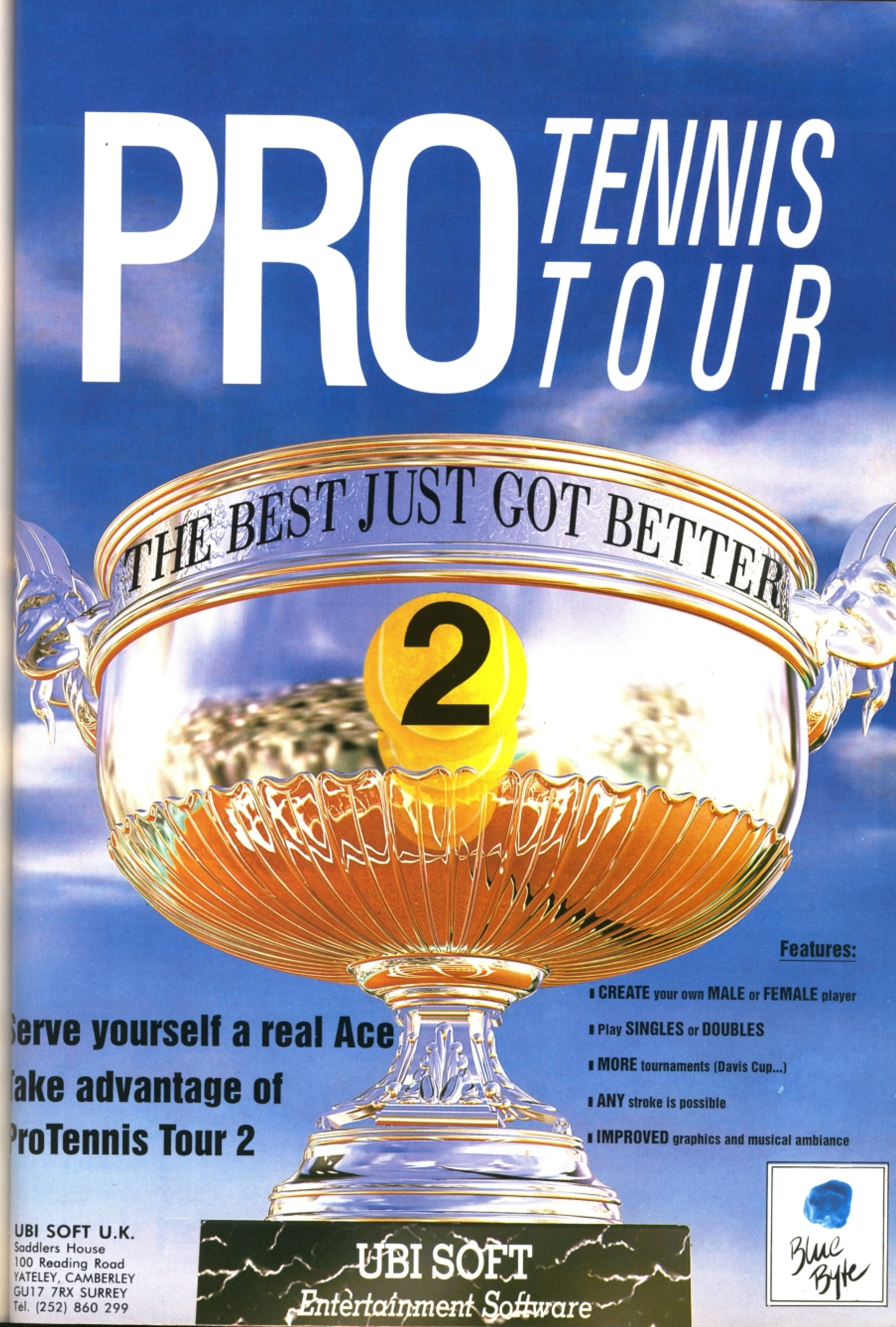
Scaling buildings is fun and easy, and punching through windows can reveal much-needed sustenance. The bad news is that every block is swarming with heavily armed army personnel, determined to fill you with lead. But the good news is that, with a carefully aimed swipe, you can snatch 'em up and wolf 'em down – they're finger licking good!

The graphics and animation are very nice indeed, and as there are enough skills and moves to master on your way to becoming the perfect baddie, ***Rampage*** **should certainly hold your interest for quite a long time to come.**

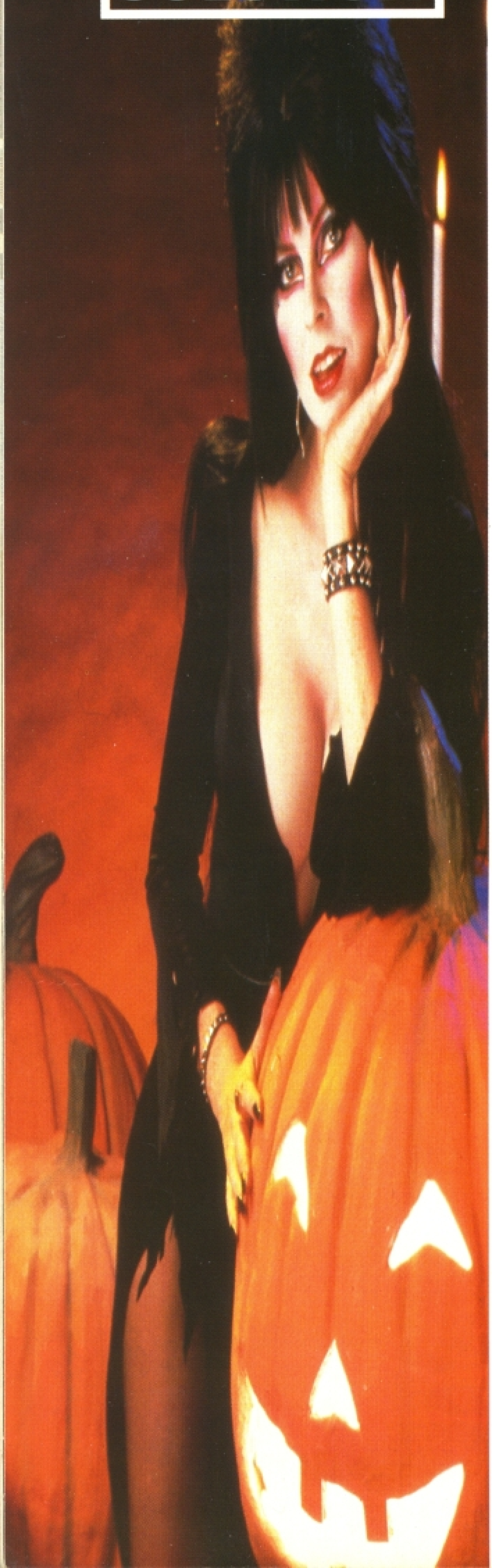


STOP

THE VERDICT 85


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Play SINGLES or DOUBLES
MORE tournaments (Davis Cup...)
ANY stroke is possible
IMPROVED graphics and musical ambiance
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UBI SOFT U.K.
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UBI SOFT
Entertainment Software
Blue Byte

★★★ ZERO ★★★
COMPLETE SOLUTION



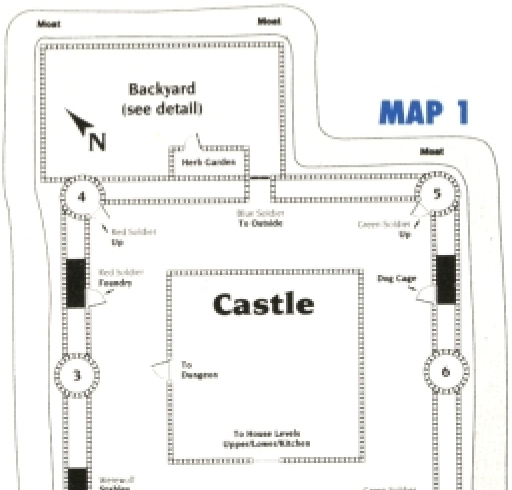
CRYSTAL TIPS*

*AND ALISTAIR

EL

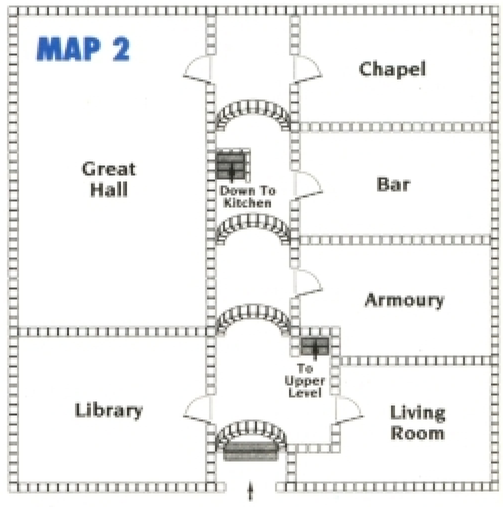
Bosoms, bosoms, bosoms, and extra added bosoms. There, that's that out of the way. No more knockers, breasts or Brigitte Nielson references. Here's a complete big tips guide to Horrorsoft's *Elvira* gland – I mean game. Elvira's game. And a very hard game is it too. Not soft. Oh God. Knockers. Bosoms.

Spend an hour staring at the packaging, noting the large pumpkins in the foreground. Then load up the game and note the gratuititous use of vegetables on the title screen. Sweat, pant, then proceed to the souvenir shop



(see MAP 1), take the large shield and USE it. Now the shield will be useable all the time until you throw it away and replace it with something better. Collect some hay from the stable afterwards.

Go into the castle **(see MAP 2)** cutting down knights as you go. Make a beeline for the armoury and grab a weapon (the sword is best). Take the crossbow too.

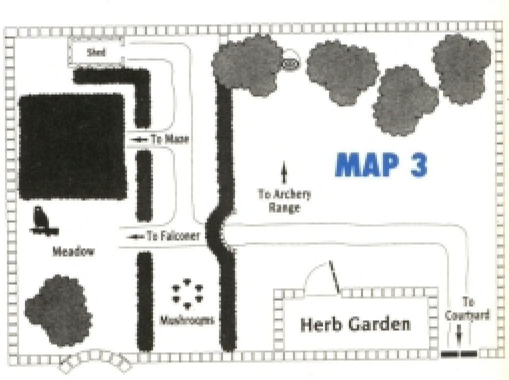


FUNBAGS

Now you need the magic book. Burgle the library for it and then head for the kitchen. Take the honey from the pantry and mix the honey and the hay together to make the Herbal Honey spell. USE it and you will now be able to recognize all the herbs and flowers in the garden. Ah.

Now venture upstairs and search the bedrooms for crossbow bolts. Don't be lured by the sight of a vulnerable-looking, beautiful lady lying helpless in bed. She is in fact a vampi-ress, and Count Drac isn't gonna be too HP when he comes home from work to find you with his wife. Plus the fact that she'll kill you if you go near her.

Now zip down to the garden shed **(see MAP 3)** and grab the key, hammer and silver cross. There are also a few good spell ingredients such as the poppy, maggots (they're found eating the neck of the old dead man) etc. both in the shed and on the way.



VIRA



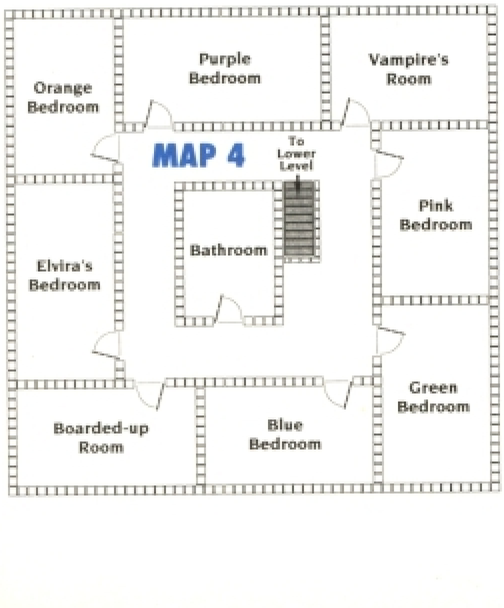


KNOCKERS

Leave the shed, go to the herb garden and spend some time admiring all the blooms. Then scoop up the odd spell ingredient (mushrooms, for example). On your way to the garden improve your archery skill by firing volleys at the target. A message of skill will appear when you've done well enough. Scrap the guard at the mouth of the garden, then open the gate with the key from the garden shed.

GLANDS

Return to the castle and take the stake from the living room, remembering to collect ingredients such as the fern. Go upstairs **(see MAP 4)** to the vampiress. USE stake (close your eyes first), then take the vampire's dust and crossbow bolts. Now enter the blue bedroom and rifle the drawers until you find a bible. In the bible is a prayer scroll.



MAMMARIES

Return to the kitchen and the warm, fun-loving embrace of Elvira. MIX as many spells as possible. If the cook is there, then I'm afraid you'll have to chop her. Unfortunately she can only be zapped with salt, and that is only found in the torture chamber. Once the cook is dead, Elvira will take her place. At this point, turn to face the dumb waiter. Give Elvira a Glowing Pride spell then wait for her to fetch the FIRST KEY for you.



DUMPLINGS

Now it's time to explore the great outdoors. Go to the meadow and kill the falcon which is carrying the SECOND KEY, a feather (unsurprisingly), and your crossbow quarrel. Now it's time to enter the maze **(See MAP 5)**. Take the bird's egg. Aim towards the centre of the labyrinth but do not enter into hand to hand combat with any maze creatures (see GENERAL TIPPERY on how to zap them). Find the lilly pond in the centre of the maze and take all the items.

Note: maze creatures are sneaky underhand thieves. They will have lifted several objects from you as you progressed through the maze. All the objects they stole are hidden in the nest nearby, as well as Elvira's 'lost' ring.

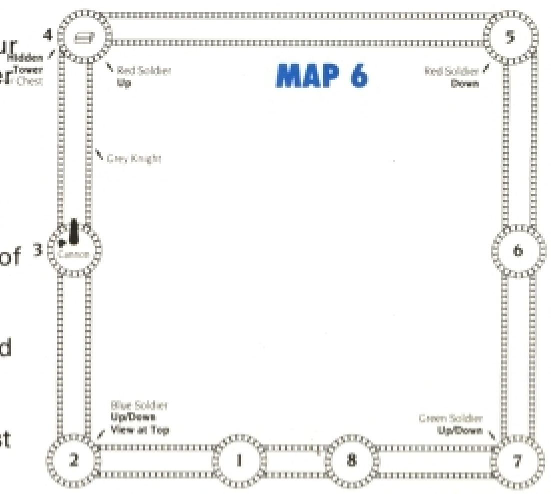


Recover all the items. Watch out though – if there are 'eyes' in the nest when you arrive, cast a spell to exterminate the remaining nasties.

BASKETBALLS

Make your way downstairs to the Chapel and insert Elvira's ring into the cross. Take the prayer book with Manticore Hide inside. Now slip under the altar and into the underground chamber. Put the crown on the crusader's head and take the holy sword. USE the holy sword.

Go up to the battlements **(see MAP 6)** and fight your way to the grey knight (he's an archer). Shoot him with the crossbow. He will fall over the wall and into the moat (ha-bloody-hah), but watch where he falls because his dead body is needed later in the game.



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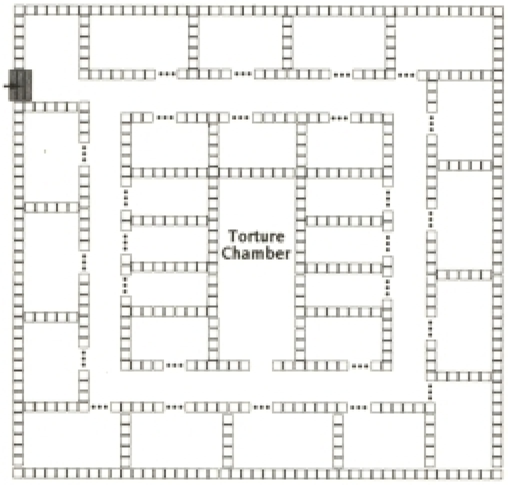
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MAP 7

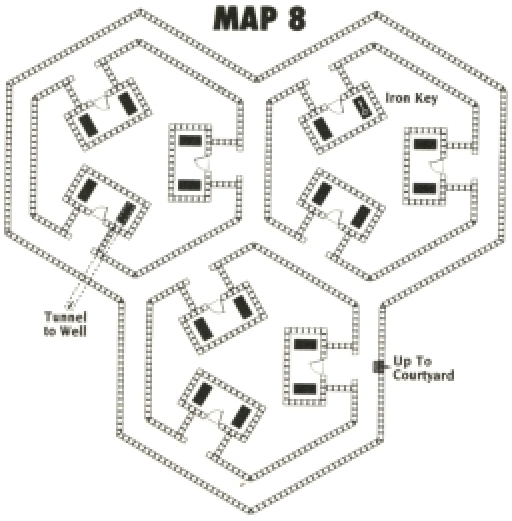


CHESTS

Enter the dungeons **(see MAP 7)**. Pick up some magic ingredients (caterpillars, earwigs, etc.) in the jail cells. Enter the torture chamber and lift the ring on the floor but don't touch anything else. Take the bones and the THIRD KEY.

Now enter the catacombs **(see MAP 8)** and search the burial chambers for a coffin containing the iron key. Take that key and search for an empty coffin and place the bones inside. **Note:** the other coffin is in this room in the entrance to the moat – but do not open it until you are in possession of the iron key.

MAP 8



D-CUPS

Return to the torture chamber and take the tongs (oo-er). Then go to the Well Room (but check to see that the well-rope is in the 'down' position). Head back to the catacombs. You might meet a monster with the stone. If you do, chop it and take the stone. Now enter the Burial Chamber where you left the bones. Open the moat-coffin and the room will flood. Swim down and keep swimming until you can swim upwards (when the up arrow is highlighted). You'll find yourself surfacing at the bottom of the well. Now swim down again to the grill at the end of the tunnel. Unlock the grill with the iron key. Enter the moat and you will come across the gruesome remains of the dead Grey knight. Yuck. Obtain the fourth key. Return to the well and ascend the rope, collecting the moss en route.



NORGS

Go to the foundry; there's a crucible in the wooden box. Take it and place the silver cross inside the crucible and melt it down by putting the crucible in the fire. Dip a crossbow bolt into the silver. Return to the kitchen and USE the tongs to take a hot coal from the fire. Then move it fast to the third tower. Light the cannon wick with the coal. It will fire and completely ionize the fourth tower.

BOSOMS

Go to the stable and kill the werewolf with the silver bolt. Find the FIFTH KEY concealed behind the ringed stone in the last stall. Go to the armoury and take some armour. Drop all unneccessary armour, then enter the captain's room and attack him with magic. Use any spells that increase your hit points (palmlight, fingerlight, demon's brew). Defeat him (you hope) in a cataclysmic battle. Once he's dead take the bulletin off his board and take the sixth key.

BOOBS

Go to the tower you destroyed earlier. You'll find a chest – not Elvira's though. (*Yes, we were wondering when you'd be able to get a joke like that in. Ed.*) Open it using the keys in the correct order (examine them to find out how they're numbered). Inside is a dagger and a scroll. Take them but don't use them. Go to the catacombs and find the stone impression on the floor (located at the Y junction in the corridor), where you can put the stone key you won off the monster. This will open a secret passage. Stock up on health potions for your confrontation with Emelda. To kill her put the crusader's sword in the pentangle and use the scroll you found in the chest. Finally, stab Emelda with the dagger. Elvira will reward you with a display of gratitude. I bet.

GENERAL TIPPERY

SCRAPPING

Some goons are hard, others could be drama students. The thespians can normally be dispatched with a little hand to hand combat, but the hards are normally best chopped with spells and potions. Certain spells are more effective than others. Maze creatures are more vulnerable to Palmlight and Fire Wall, while the Elite guards are susceptible to Sizzling Egge and Thunderflash. Emelda's handmaidens can be chopped with Propitious Surprise.

EATING

Don't forget to eat.

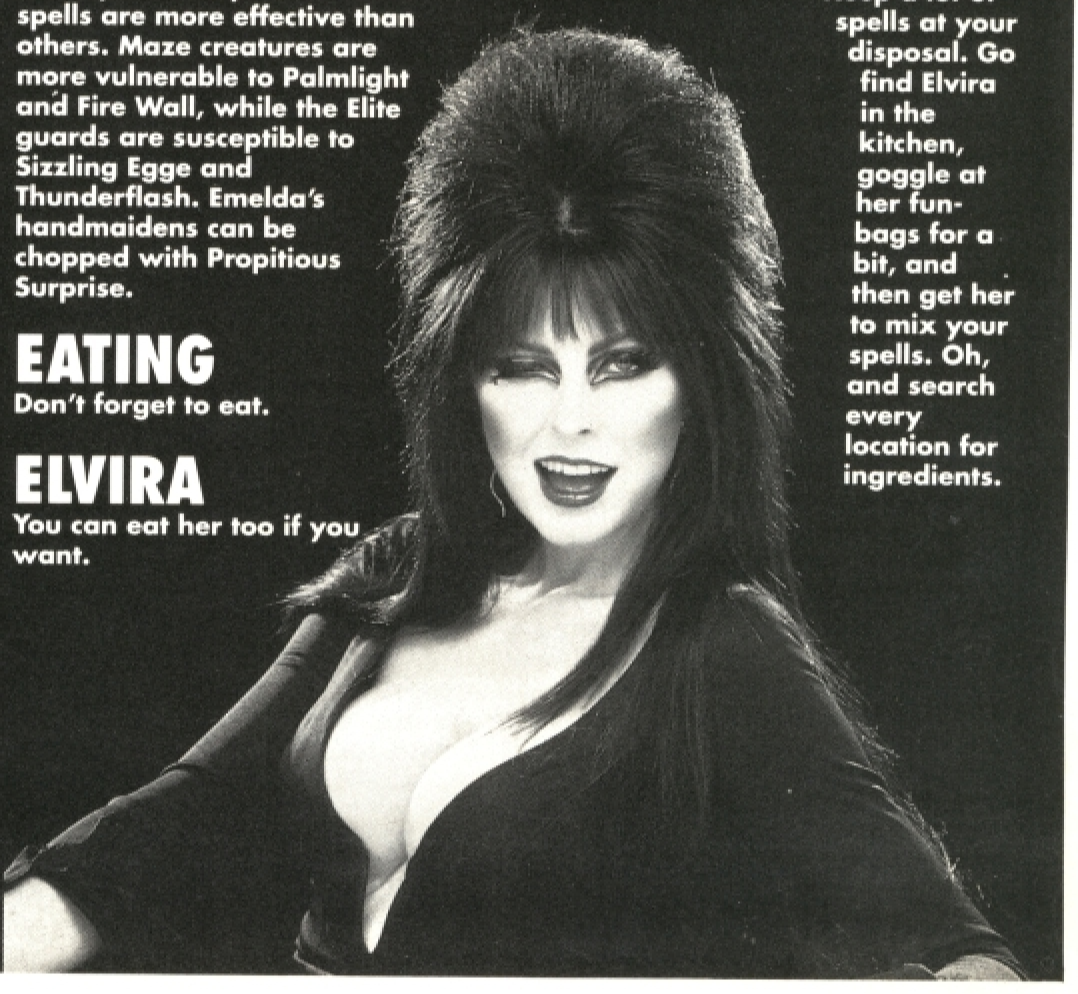
ELVIRA

You can eat her too if you want.

MAGIC

Mix every possible spell and potion you can. Save things like strength potions for the more difficult situations.

Keep a lot of spells at your disposal. Go find Elvira in the kitchen, goggle at her fun-bags for a bit, and then get her to mix your spells. Oh, and search every location for ingredients.



IMPROVE YOUR HEX LIFE!

And now a few words of wisdom from that old hexter himself *Jon North*: "I've just heard that there's a new Stock/Aitken/Waterman album out, under the title of 'A Ton Of Hits'. I can't be sure, but I'm almost certain that the last word is an anagram." (*You're promoted. Now will you hurry up and get on with your pokes. Ed.*)

WHAT THE...?

Load in Basic, then tap in the listing exactly as printed. Save it to a blank disk if you want (you'll need a blank disk for this bit). Now insert your game disk, and ignore any requesters telling you it's knackered. For this bit you'll need a disk with the game on it (typing the listing in was a waste of time if you haven't got one), and it musn't be a 'cracked' copy (not only will the listing not work, but I'll come round and kick your head in. I hate pirates). Finally, RUN the program and it will load the game, stick the poke into it and start it for you. It's easy, honest!

NITRO (ST)

After the comings and goings of **Tracey Carter** and **Nikki Jackson**, the first routine this month is from someone called **Louise** (another girlie hacker!), who doesn't have a last name (or maybe I just forgot it). This is her first routine ever, and it gives any *Nitro* player (except me, 'cos my ST's died a slow and painful death) infy fuel. Nice going, Louise, and keep 'em coming!

```
10 REM Nitro by Louise
20 T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if
using new basic
40 FOR X=0 TO 119 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<>&H000E38DA THEN PRINT
"ERROR":STOP
80 CALL CHEAT
90 DATA
42A7,3F3C,0020,4E41,2878,04C6,3EBC,0001
100 DATA
2F0C,2F3C,0004,0002,4E4D,4FF9,0008,0000
110 DATA
41FA,001E,3418,3018,721F,C240,EA48,D040
120 DATA
43F4,0000,32D8,51C9,FFFC,51CA,FFEA,4ED4
130 DATA
0001,09C1,6000,00F2,1914,41F8,0368,33C8
140 DATA
0005,07B0,4EF9,0005,0000,42B8,61F6,4278
150 DATA
6140,31FC,4AA8,5DB0,4278,55DA,4278,5998
160 DATA 4EF8,0800,0000,0000
```

SHOCK WAVE (AMIGA)

This game is soooooooo infuriating, it's unreal! I keep colliding into things, even when I'm nowhere near them! Either this game hates me, or I'm just crap at it. (*More like the latter. You're demoted. Ed.*) Whichever, here's an infy shields thing to chuck in and run.

```
10 REM Shock Wave by Jon North
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 159
50 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>01429187 THEN PRINT
"ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C
90 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2640
100 DATA
6612,4E75,0000,2100,0001,0002,0000,0030
110 DATA
0000,0400,70FF,4EAE,FEB6,4BEB,0048,3AC7
120 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
130 DATA
2A8D,2B4D,0008,589D,4295,4BEB,0008,7A05
140 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,00CC
150 DATA
9080,9281,224B,4EAE,FE44,4A80,66A4,224B
160 DATA
D6FC,0100,337C,0002,001C,41E9,0024,4BF8
170 DATA
0600,3E3C,0E00,48D0,2880,3346,0012,4EAE
180 DATA
FE38,4CEB,0003,0034,277C,4EF8,00C0,0036
190 DATA
277C,7FFC,000A,0030,487A,000E,21DF,00C2
200 DATA
31FC,4EF9,00C0,4ED3,0C96,D0AD,0024,660C
210 DATA
D0BA,0028,58AF,0002,4EEF,0006,0C96,90AF
220 DATA
0024,6606,90BA,0014,60EA,2F00,700C,D089
230 DATA
B08C,6604,49FA,0008,201F,4E73,0000,4CFA
240 DATA
07FF,000C,48EB,07FF,008E,4EEB,000C,41F9
250 DATA
0000,FA00,4CFA,003F,000A,48E8,003F,066C
260 DATA
4ED0,41F9,0001,A052,317C,4AB9,34BE,317C
270 DATA
4AB9,3BA2,42A8,3C92,4ED0,7472,6163,6B64
280 DATA
6973,6B2E,6465,7669,6365,0000,0000,0000
```

GREMLINS 2 (ST)

Finally this month, another ST routine, this time for *Gremlins 2*, by 'Funky' **Gavin Wood** of Sutton in Surrey. Tap this in and run it, and it will create a new file, called GREMLINS.PRG, which you then double-click on from Desktop. Then insert your game disk, and it'll load and run (unless it's knackered) with infy lives.

```
10 REM Gremlins 2 by Funky Gavin
20 T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if
using new basic
40 FOR X=0 TO 235 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<>&H001E60A0 THEN PRINT
"ERROR":STOP
80 BSAVE "Gremlins.prg",CHEAT,236
90 DATA
601A,0000,00CC,0000,0000,0000,0000,0000
100 DATA
0000,0000,0000,0000,0000,0000,4267,70FF
110 DATA
2F00,2F00,3F3C,0005,4E4E,4FEF,000C,487A
120 DATA
0084,3F3C,0009,4E41,3EBC,0007,4E41,5C8F
130 DATA
7E12,2C3C,0028,0001,49FA,009E,3F3C,000A
140 DATA
2F06,7A01,2F05,42A7,2F0C,3F3C,0008,4E4E
150 DATA
4FEF,0014,49EC,1400,BB46,6604,4845,DC85
160 DATA
51CF,FFDA,42A7,3F3C,0020,4E41,46FC,2700
170 DATA
4278,8260,4FF9,0008,0000,41FA,0028,700B
180 DATA
3F20,51C8,FFFC,43FA,0050,4ED7,41F8,0400
190 DATA
2F08,70FF,30D9,51C8,FFFC,33FC,4E71,0000
200 DATA
EB36,4E75,1B45,506C,6561,7365,2069,6E73
210 DATA
6572,7420,796F,7572,2047,7265,6D6C,696E
220 DATA
7320,6469,736B,0D0A,616E,6420,7072,6573
230 DATA
7320,6120,6B65,7900,0000,0000
```

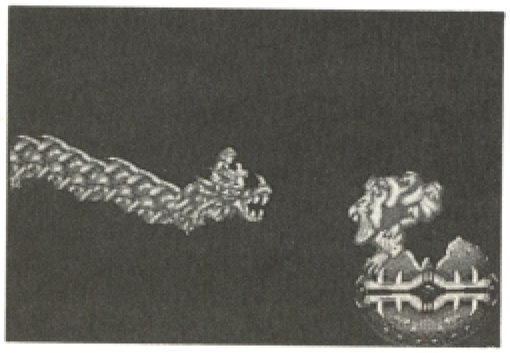
That's your lot for this month. I'm off now to see how many of you readers have taken the trouble to send Valentines cards to the hexiest man in town i.e. 'me'. (*You're sacked for lying the public. Ed.*) Hmmm, doesn't look like the letter box is jammed so if you want to make up for your total lack of taste, send your infy lives pokes to Jon North, ZERO IYHL, 14 Rathbone Place, London W1P 1DE. Anything printed gets a prize, anything not printed, erm... doesn't. Bye!

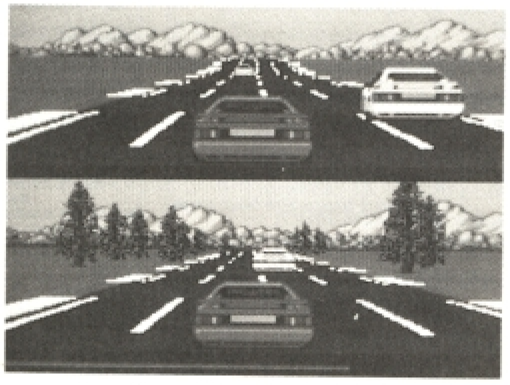
GUTLESS GULLY

"To be or not to be a shandy drinker. Whether 'tis nobler in the mind to use a bawdy incharitable cheat mode and acknowledge fair and square that thou art pretty crap or flicketh back a page and behold Elvira's funbags."
Shakespeare, A Midsummer's Night's Shandy.

DRAGON BREED

Yes, it's a cheat for one of those 'dragon' games that seem to be the 'vogue' these days. I don't 'think' I've put 'enough' words in 'inverted' commas 'this' month (so far). Anyway the 'cheat': fight your way through to the end of the level, and in the pause while the end of level mutha loads in, hold down the left mouse button, DELETE and HELP together. The screen should flash nicely and now you'll be able to skip levels with... with, well with one of the keys on the keyboard – I'm not actually sure which one.





LOTUS ESPRIT

Oh dear. We've got a programmer here who's a 'fan' of those northern, kilt wearing, sporran swinging 'rockers' Big Country. So, on the Amiga enter player one's name as 'FIELDS OF FIRE' (with spaces), and player two's name as 'IN A BIG COUNTRY' and you'll will be able to qualify without effort. Same routine for the ST version, except player one's name should be 'ANGLE DARK' while player two's should be 'HARVEST HOME'. Good band Big Country (hem).

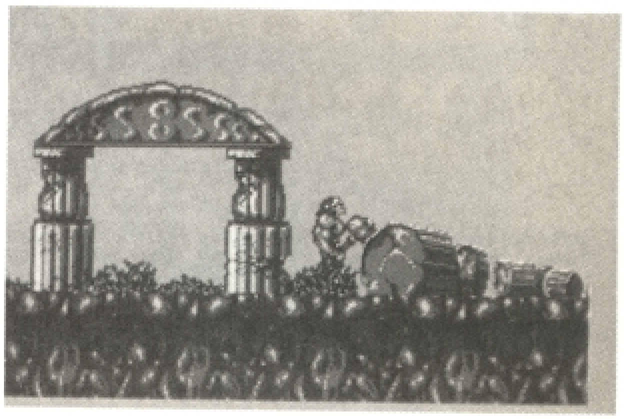
NUKE THOSE BABIES



That time again I'm afraid – Auntie Mad Macca time. The world's only gibbering, Thames water drinking, stealth fighting Agony Aunt. What's your thought for the month Auntie? "Annoy North Sea pollution protesters by wading out into the sea and having a good crap." (Thank you Auntie.)

Last month, **Lee Clifford** (sounds like a listerene advert) was having hassle with the Bezerker in *Warhead*. Well, **D. Clift** of Bucks says: "The first time you attack the bezerker hit him with everything you have, including the MDC. He will then keep following you. When Solbase says to take him anywhere, go to CH010 and he will get sucked unto the black hole." Typical bourgeois Tory attitude – if it attacks you take it to CH010 and have it sucked into a black hole. Typical.

"Dear Sir," writes **Mr. A. Quarton.** Sir? SIR? Just you watch your mouth sonny jim, my lad. "I'm stuck on *Chaos Strikes Back*. I have got the pieces of corbum from the KY, NETA and DAIN pillars." Anybody lost yet? I bloody well am. "But I cannot find my way from the Diabolical Demon Director to the Ros door." If you can understand what the hell Mr. Quarton is on about then send your solution to me, Auntie Macca, at the usual Crystal Tips address.



TORVAK THE WARRIOR

Full marks to Core here for a sensationally original and imaginative cheat mode. Type 'CHEAT' into the hi-score chart, followed by as many fullstops as possible. Then, in game, hold down fire and press 1 to 5 to be teleported between the levels.

THE SPY WHO LOVED ME

"Your reputation proceeds you Mr. Bond." Why does the villain in the 007 films always say that? Roger Moore goes into a hotel room, suspiciously looks around, decides he's safe, sits on the lav, and wham – it turns into a sliding tunnel. Roger fall down straight into the white leather couch in the underground lair of Mr. Big Terrorist Blow Up The World Man. And what does Mr. Big do? Shoot the most dangerous secret agent in the world? No – he just strokes his cat, presses buttons and says, "Ah 007 – we meet at last." This happens without fail every film. Anyway, back to the cheat: on the very first title screen, type "MISS MONEYPENNY" (try it with or without spaces) for infinite lives.

OOPS UP!

Thanks to **J. S. Owen** (Mr) who's sent in all 100 codes for the levels of *Oops Up* ("I said a oops up side your heyd" etc) but due to space and stingyness I'm only going to give you the codes for every tenth level: DO4G (ten), DK49 (twenty), 10F4 (thirty), 4G7H (forty), S04L (fifty), MC90 (sixty), FUK0 (seventy), EB01 (eighty), A234 (ninety) and well, you can find code hundred yourself.

CHEERIO

If you've cracked a game, found a cheat mode, or can just do a passable impression of Derek Nimmo, write to me, David McCandless at **'I've Got Big Tips But – Hey! – That's Puberty', ZERO Magazine, 14 Rathbone Place, London, W1P 1DE.**



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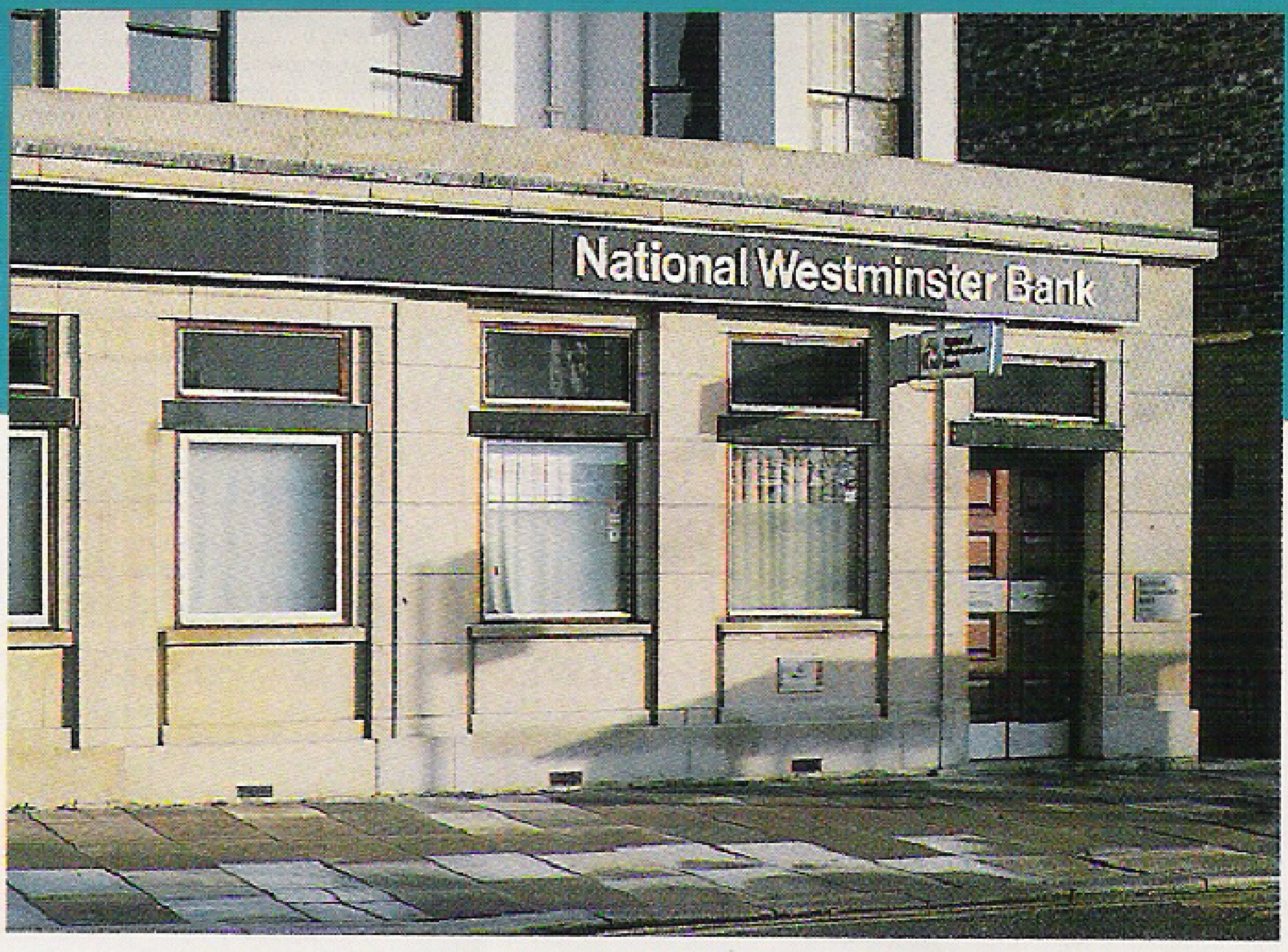
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THE READERS' PAGES

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HIGHEST JOYSTICK IN THE WORLD

If Richard Branson had had the foresight to take a joystick up in Per Linstrom's balloon, then the Concorde record would have been smashed and Virgin Games would have found themselves getting a free plug. But the clot didn't, so the aircraft-aided altitude record stands and Virgin are useless. This leaves three other categories – the highest land-based joystick altitude, the joystick in the most unusual place and the joystick in the most scummy room imaginable. Let's start with the most impressive entry, move onto a "mildly clever" one and then sort of fizzle out with a couple of pathetic anti-climaxes...

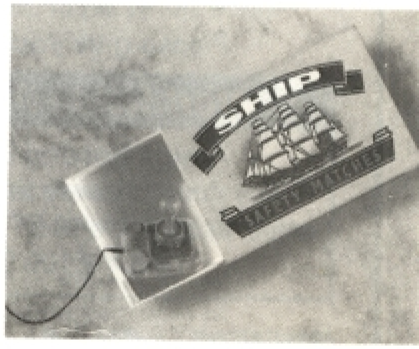


Carron and her joystick in the garden at base camp.

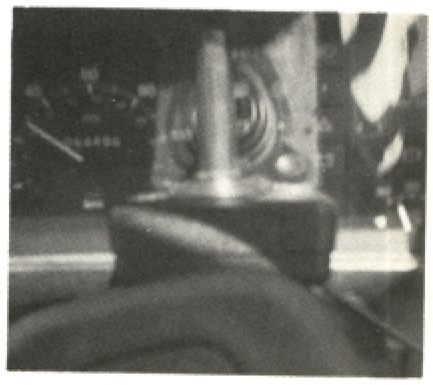
1 Blimey, it takes a girlie to show that not all ZERO readers are shandy drinkers. This is intrepid **Carron McMillan** of Reading in Berks, and she's only gone and – well, let's hear it in her own words: **"Please accept the enclosed photographs as evidence of what I believe to be the new land based record. The first shows me and my Atari joystick at the Annapuma Base Camp in the Himalayas (in Nepal – see sign). The base camp stands at 14,500 feet. The second shot shows me (and joystick) at Thorong La Pass (17,700 feet). While I was in Nepal I met Brian Blessed who is considering trying to climb Everest again after failing earlier this year. I tried to persuade him to take the joystick with him, but he didn't seem very interested – I don't think he's a ZERO reader."** So, there you have it. And if Carron doesn't deserve a prize then we don't know who does. Hmm, but she doesn't say what she wants though. Er, well, she's a girl – so it'll probably be an adventure game or a poster of Jason Donovan or something. No problem! *(Excuse me, but, um, 1991, erm... girls... um... Ed.)*


The intrepid duo hack their way through an avalanche caused by Brian Blessed's noisy acting style.

2 The "mildly clever" one. It's from **William Mobberley** of Wallington in Surrey. He's opened up his own category of Smallest Joystick In The World – and he's won! Anyway, the reason he's been "mildly clever" is that he's put this picture together not by sticking one crappy magazine picture over another using bits of sticky tape and Pritt, but by using digitised images and a Quantel Paintbox. He also tries to get extra Brownie points by pointing out that he works just over the road from ZERO, in Rathbone Place. But we're not in Rathbone Place any more – we're in Newman Street. Ha!



3 Oh dear. Um, **"Here's a picture of the cockpit of my Lear Jet,"** writes **Nick Dawkins** of Brighton, **"Notice the altimeter at 30,000 feet and the Atari joystick. Send cash and prizes!"** Here's what Nick should have written: "Here's a totally useless and extremely blurred photo of my Atari joystick perched precariously on the steering column of my car. I was travelling at 30 miles per hour at the time." We asked Norris whether this deserved a prize, but he felt strongly that taking photos while driving was so dangerous that Nick should be strung up instead.



4 **Malcolm Carpenter** of Hollington in East Sussex reckons he's a sure fire contender for the prize in the Joystick In The Most Scumbaggish Room Imaginable category. Unfortunately for him, the panel of ZERO judges felt differently and explained that the room was (and we quote) **"Mildly untidy – nothing that couldn't be sorted out with a bit of elbow grease and five minutes work".** So there you have it. Just not scumbaggish enough!



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♪ ALL THE HITS ♫ AND MORE

It's The Alan P. Thorpe Experience (The DJ who's so utterly crap he's, um, ended up in ZERO)



Yo! It's me! The R-r-r-r-ravemaster, Alan P. Thorpe. And what a show I've got for you today. It's so chock full of brilliant spankadelic things that, er, they won't all fit in. Still, what's left is more than you could ever hope for in your wildest dreams. There's the competition, the interview, er, and some records. But there's something else as well. A little surprise. Want to know what it is? Well, first of all, sit through this chunk of happening slicedom. It's *Two Little Boys* by Napalm Death!

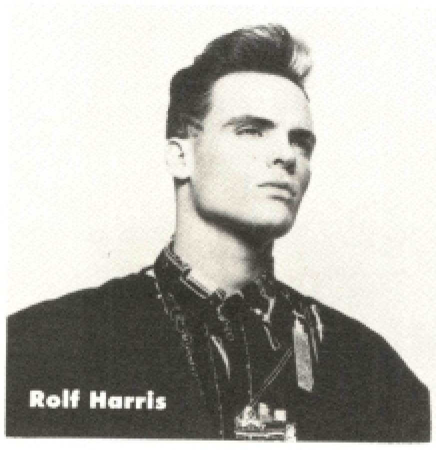
(Put on Two Little Boys *by Rolf Harris. Ed.)*

Monster! Whoop! Okay, time for the surprise. Boo! That's a clue. Actually, it isn't a clue, it's the surprise. You thought I was going to say I had Betty Boo in the studio, didn't you. Well, I haven't, but I'm hoping to have her on the end of the telephone next month. Okay, time for the Alan P. Thorpe Experience competition. I've got an 'I am nine' badge to literally give away – it's all red and shiny with white writing. Anyone who's anyone is wearing one of these cred 'street-pins', and now you can be a someone too. All you have to do is answer this simple question and then phone in the answer on **(071) 243 1284** (no 0898 numbers on the Alan P. Thorpe Show). Here's the question. Madonna recently married Patrick Moore. Who did Madonna recently marry? It was Patrick Moore! Hey, I've won a badge! I'm happening! That's a cue for a sound if ever I heard one. Er, get down to Timmy Mallet!

(Write a stiff letter to your MP. Ed.)

R-r-r-r-rave! That was Carol King with *Message In A Bottle*! Oh, hang on, it's the phone.

Alan: Hello?
Dave: Hello, it's Dave from Basildon.
Alan: Hello?
Dave: Yes, hello. It's Dave here – from Basildon.
Alan: Oh, hang on, I've got the phone upside-down. Hello?
Dave: *(Sigh.)* Hello.
Alan: Who's that?
Dave: It's Dave.
Alan: Welcome to the show, Dave. Where are you from?
Dave: Timbuctoo.
Alan: Timbuctoo... Er, Essex?
Dave: Yes, that's right.
Alan: What do you want?
Dave: I just wanted to say hello to a few people.
Alan: Oh. You're not after the badge?
Dave: No.
Alan: Oh.
Dave: Hello to Pete, Sarah, Miranda, all the blokes at Endeavour, my boss Eric, my mum and dad and anyone else who knows me.


Rolf Harris

Alan: Is that it? Hello? Hello? Oh, he's hung up.

R-r-r-r-rave! Time for another slice, and then it's my telephone interview. Guess who it is! It's Oliver Reed! Yup, I'm going to take on one of the hardest interviewees about. But first here's a slice of dope – it's The New Kids with Vanilla Ice.

(Oh dear, put on either. Ed.)

R-r-r-rave! Right. To the phone then!

Alan: Ollie?
Ollie: Yeah?
Alan: It's Alan P. Thorpe here. The telephone interview.
Ollie: Yeah?
Alan: So Ollie, what was it like filming *Cast-offs*? Was the weather nice?
Ollie: What?
Alan: The weather. When you were filming that desert island film with all the nude bits in. Was it warm? It looked sunny, but I know they can perform miracles with lights.
Ollie: Are you getting at something?
Alan: Er, er, the weather. It's just a question.
Ollie: You're asking for a whop in the mouth.
Alan: Oh dear. I've got to go. (Click.)

(Vomiting noises as Alan redistributes his lunch all over the studio floor followed by parpy noises as Alan... Well, you can imagine.)

(You'd better put on a record. Ed.)


Timmy Mallet

CLAIMS TO FAME

Been "snapped" with a celeb? Well, you know what to do, don't you? Yup, send it to us. You'll never see it again! (Er, that's a joke actually, we always return photos if asked.) If you haven't got a shot of you and a celeb then follow these simple instructions:

1. Get the address of your local TV Production Company (Anglia, Central, STV, TSW, Thames etc.).
2. Travel there with a friend who's good at taking pictures.
3. Hang about outside for a couple of hours.
4. Hang about outside for a couple more hours.
5. Hang about outside for a couple more hours.
6. Discover you're at the wrong entrance, go round to the proper one and move in on Su Pollard.
7. Discover that you've forgotten the camera.
8. Get a bit annoyed and go home.



One entry this month. Pitiful really (not the entry – the fact that there's only one). Anyway, it's from **Quentin Goodwin** of **Llandaff, Cardiff.** He's in his local sports stadium and he's with Frank Bruno and Andy Crane. However, because we at Yikes! think that Andy Crane is a bit of a plonker, we've cut him off. So what we have left is Quentin and Frank. Hur hur hur!

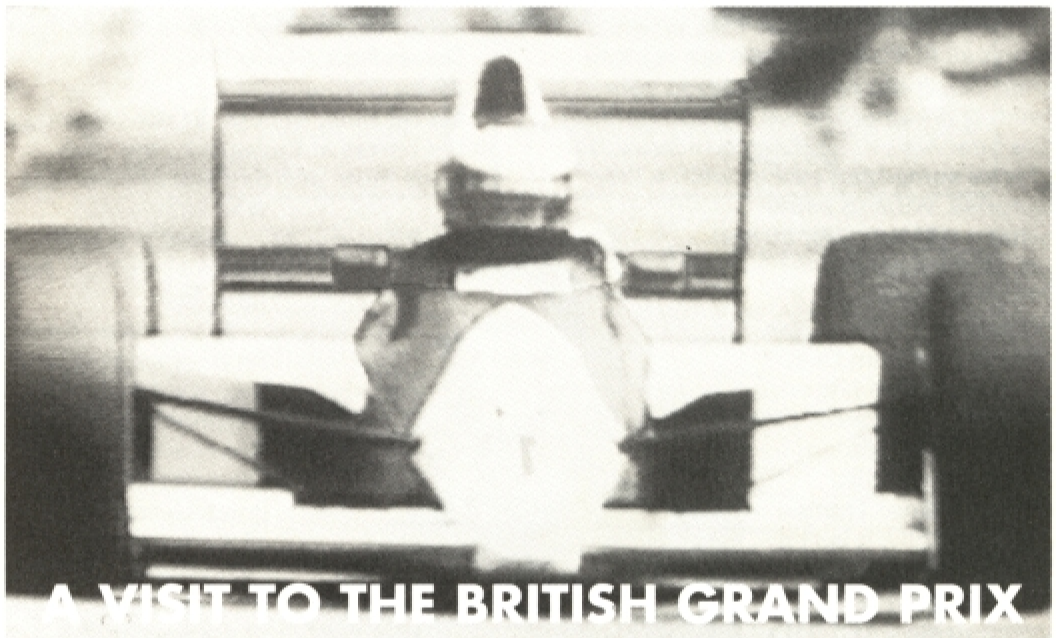
COMPO

IT'S A GRAND PRIZE

WIN! WIN! WIN!

Super Monaco GP **– it's big in the racing world, it was big in the arcades and now it looks set to be big on 16-bit. To celebrate all this success, US Gold is offering – why, it's giving away – a ticket for two adults and two children to visit the Foster's British Grand Prix in July 1991. You'll be in a prime position right near the start/finish line, so you'll know who's won and who's fudged the start even before Murray...**

Fifteen runners-up will also be in for some racing thrills 'cos they'll get a free copy of *Super Monaco Grand Prix*, reviewed in this very issue. (ST and Amiga only, sorry.)



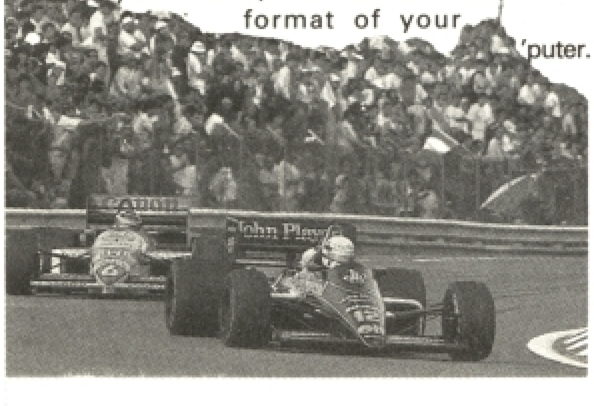
A VISIT TO THE BRITISH GRAND PRIX

15 COPIES OF US GOLD'S SUPER MONACO GP

WHAT A TO DO

Since the game and prize both involve motor racing, it makes sense to set questions about Renaissance Italian literature. However, the appearance of P45s soon convinced us that some questions about motor racing would be a tadge more useful.

So cast your eyes over the three questions below and use your skill and judgement to select the correct answer. When you're confident you know the answers (or can't be bothered to think about them any more), telephone (0898) 335513. Give the number of each question followed by the letter of the answer (eg. 1.B, 2.C). Then clearly state your name, address and the format of your 'puter.



1 Which of the following is not a Grand Prix track?

a) Silverstone
b) Long Beach
c) Twickenham

2 Who has never been Formula One World Champion?

a) Jackie Stewart
b) Nigel Mansell
c) James Hunt

3 Who wrote Machiavelli's *The Prince*?

a) Leonardo Da Vinci
b) Sandro Botticelli
c) Niccolo Machiavelli
(Think carefully, history pickers.)

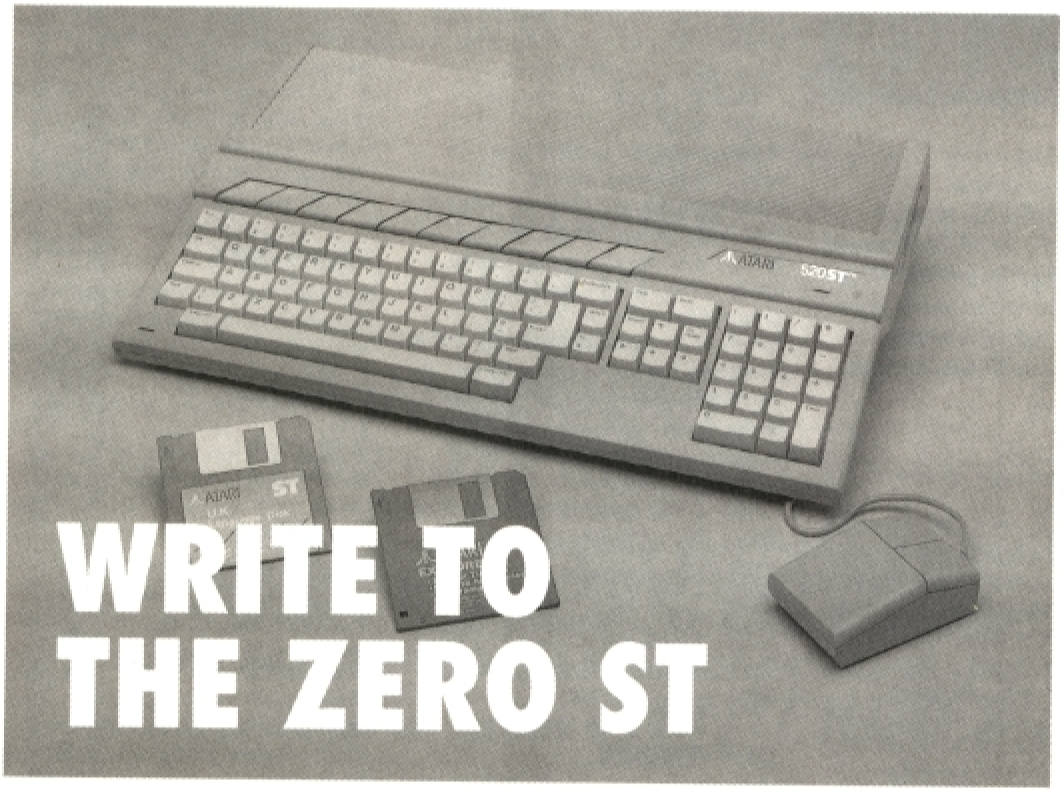
I'M NOT A NUMBER

1. Make sure you've got the permission of the bill payer to use the phone.
2. Make sure you dial the right number – if someone called Linda offers to improve your breast stroke then hang up immediately.
3. Make especially sure that you give your name, address and the format of your computer.

RULES

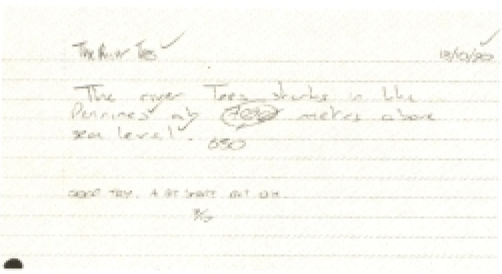
- Employees of Dennis Publishing or US Gold caught entering will be given a sharp kick in the prix.
- Entries rung through after 28th February 1991 will be cut off in their prime.
- The Ed knows the formula and his decision is final.

(0898) 335513 (0898) 335513 (0898) 335513



Hello. I am the ZERO Atari ST. I understand you. Goodbye. ***(Oi, come back here – you haven't finished yet. Ed.)***

Dear Thing,
Seeing how nice I am, I have enclosed a prize for The Alan P. Thorpe "Experience". It's my Geography homework in case you were wondering. Toodle pip, my darlings.
Philip Liuff
Managing Director The Big Atari PDL.



● *Hello. I am the ZERO ST. And I can understand you. That was an interstesting and informative project and your score of seven out of ten was well deserved. I have learned much about the river Tees, namely the location and height of its source. Thank you.* **The ZERO ST.**

Dear Black Shape,
I completed *Larry III* a week after I got it – which prompted two reactions: a) I realised that I'm brilliant at adventure games, and b) I'm rather annoyed because I paid 40 quid for it and finished it in seven days. (Do you want to buy it off me?) In maths I worked out a brilliant formula to find out how many bits of pizza you would have if 60,000,000 people all did one straight cut right across it: here it is...

$$B^* = \frac{C\dagger + 1}{2} + 1$$

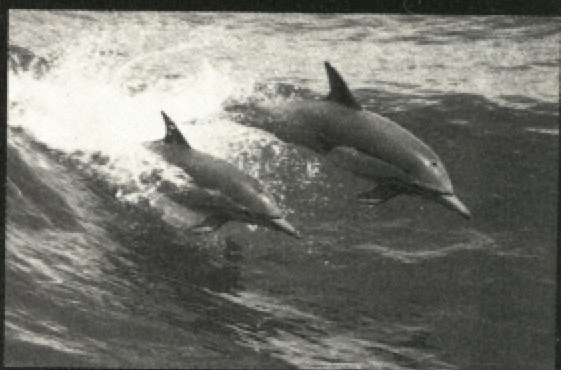
(Where *= bits of pizza and †= number of cuts).
Oh, and do you think you're better than me at *Kick Off 2*? If you do, you're totally wrong!
Micah 'Megablaster' Roberts
Crawley, W. Sussex
● *Hello. Black Shape is not here – he is hibernating with the Blue Peter tortoise. From your letter it seems that you are displeased at the prospect of finishing an expensive game. Thank you.* **The ZERO ST.**

Dear Black Shape,
I know why your December issue contains only carefully selected letters about wind power. You didn't dare print the ones about the trap you fell into the month before by printing that letter from that Frenchman ("Dear Forme Noire – you missed off the 'e' last month"). Sorry, but the extra 'e' proves beyond all shadow of a doubt that you are female, regardless of anything you say about willies, boy scouts or parachutes. Please don't be upset, I am a female myself, and it is nothing to worry about.
Margeret Roberts
Bridgend, Mid Glamorgan
● *Hello. As you will know by now, Black Shape is no longer with us. I, however, am. It is interesting what you say – that an extra 'e' denotes female gender. I was not aware of this fact, and must assume that it was an oversight on the part of my programmers. So, a female dog is a doge. And a female horse is a horsee. Yes, I can see that it is a sensible system. Thank youe.* **The ZERO ST.**

Good Day Mr Black Shape,
Seeing as you are so divine and "Black Shapish", I was wondering if you could give me a few hints and tips on, err, uhhm, ooohh (sound of someone being humiliated and generally embarrassed and possessing a throbbing red glowing face). Look, I'll not beat around the bush. How does a measly serf and humble Black Shape worshipper, such as myself, approach the daunting task of "pulling" "a" "bird"? I am of course referring to, er, girls – er, the female species.
P. Enis
No fixed abode
● *Hello. Thanks to the previous letter I can consider myself something of an authority on girls. (Girl-words all end with the letter 'e'). I just went to my look-up table and discovered the double meaning of the word pull – which is just as well as I was about to suggest you tied a length of rope around her waist and tugged. But you mean you wish to pair-off with a member of the opposite gender. Well, I suggest you simply speak plainly to whoever takes your fancy. Approach her and say "Come hither, mate with me". She can either say "Yes" or "No". Thank you.* **The ZERO ST.**

Dear Black Shape,
Over recent weeks I have been experimenting on how to make Black Shape sandwiches and I have finally come up with the following solution. Firstly get half a pound of liquorice and slam it in a pan and melt it. Next get some Sainsbury's high fibre brown sliced bread and smear the melted liquorice onto the surface. I think you'll find these sandwiches taste sensational and you will eat them for the rest of your life.
George McAdoodle
No fixed abode
● *Hello. Your letter has caused me some concern. I am the first fully sentient AI programme, and as such know a great deal about all the Artificial Intelligence research programmes going on throughout the world. The scientists go to great pains to ensure visual, auditory and tactile systems are hooked up to the computers in question, but not one team has bothered with the olfactory senses. Therefore, being the end result, I am unable to comment on your liquorice sandwiches – as both sandwiches and taste are totally alien concepts to me. Thank You.* **The ZERO ST.**

THE GENTLE VOICE OF REASON



WITH UNCLE NORRIS

Dolphins? They want to be set free? Who do they think they are? A dose of the cat would be more in order. Show them who's boss! Then string them up. (It's the only language they understand.)

GIVE OR TAKE

Still loaded down with unwanted Christmas pressies? Then you want an ad placed so make sure you mark your envelope clearly with the name of the section you want your ad to appear in (otherwise it's bin jobs). The only pirates we like are ones with eye patches and parrots and um... rum – so no software sales are permitted. Be warned: FAST scan these pages with an eagle eye and a loaded gun.

HARDWARE

● Sega Master System includes 2 joypads, light phaser and game with gun, also another 10 games all boxed worth £300, accept £170. Tel. Daniel on (0707) 45637.

● Atari 520 STFM with mouse and mat, 12 top games including *Populous, Rings Of Medusa, Falcon,* 10 P.D disks, magazines, still boxed. Good condition. Cost: £380 ono. Phone (0423) 863 489.

● CBM Amiga 500 for sale exc. cond., includes £200 software, three joysticks, T.V Modulator. All boxed as new with leads. Will sell £300 ono. Phone Keith after 6 p.m on (081) 760 1958.

● Amstrad CPC 6128 + colour monitor, over £300 worth of games, plus 2 joysticks, Amx Mouse and lots of mags. Altogether worth over £880, sell for £350. Phone James on (0522) 534 724 after 6 p.m.

● Sega Master System plus *Hang On, Safari Hunt* and *Light Phaser* and two control pads and *Enduro Racer.* Tel. (0623) 556096 ask for Carl. £65 will pay postage. Worra bargain.

● Swop Yamaha PSS-68Q keyboard and DD5 drums (both worth £350) and £50 for Amiga 500, Modulator and mouse. Details sae to Mat, 43 Griffin Road, Clevedon, Avon, BS21 6HL. Hurry!

● Amiga, 3 months old, good condition, 20 games including *Shadow Warriors, X-Out, Kick Off 2, Flood,* two mice, two joysticks, manuals, magazines. Boxed. £280. Phone Stephen (081) 670 4627.

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● Amiga contacts wanted to swop all what is new and good!!! Send your list and disks to Martin Iwinski, ul. Lukowska 8 m 12, Warsaw, Poland, 04-113. 100% reply!!!

● Swop ST *Manchester Utd, Ghouls 'N' Ghosts, Interphase* for *Italy 1990, Shadow Warriors* or *Player Manager.* Write to Michael, 37 Bradford Road, Seven Kings, Ilford, Essex, IG1 4AR. Any other good football games considered.

● Amiga contacts wanted. Reply guaranteed. Write to Antonello Di Muro at 6/A Via Dalmazia, 70100 Bari (Italy).

● PC swops: *Blood Money, Budokan, Xenon II* and more. I would like to swap it for *Skid Marks, Italy 1990* and *Speedball.* Ahmad Nazli, Rumah Malaysia, 53 Rama Crescent, Khandallah, Wellington, New Zealand.

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● Got an ST or STE? Want to see what your Atari is capable of? Then send an sae to ST-Ice P.D.L, 7 ST James Close, Kettering, Northants. All disks £1.80 each demos and paint packages.

PENPALS

● Greetings! I would like to hear from nice people with STs to prove that everyone doesn't own an Amiga. Write to: Dreyfus The Mad, 13 Avondale Road, Chesterfield, Derbyshire, S40 4TF.

● Yo! How's it going? Well anyway all you Atari ST owners out there, write to Tom Marsh, 15 Park Road, Nantwich, Cheshire, CW5 7AQ for a 1009% reply.

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● Amiga Disk Fanzine packed with info, reviews, art section, and PD software. Send £3 for the latest 2 disk (!) issue to: Paul Harthen, 43 Boyds Walk, Dukinfield, Cheshire, SK16 4AX.

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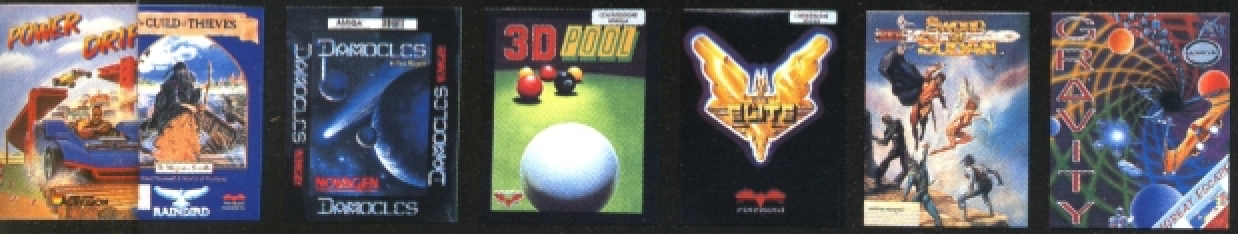
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